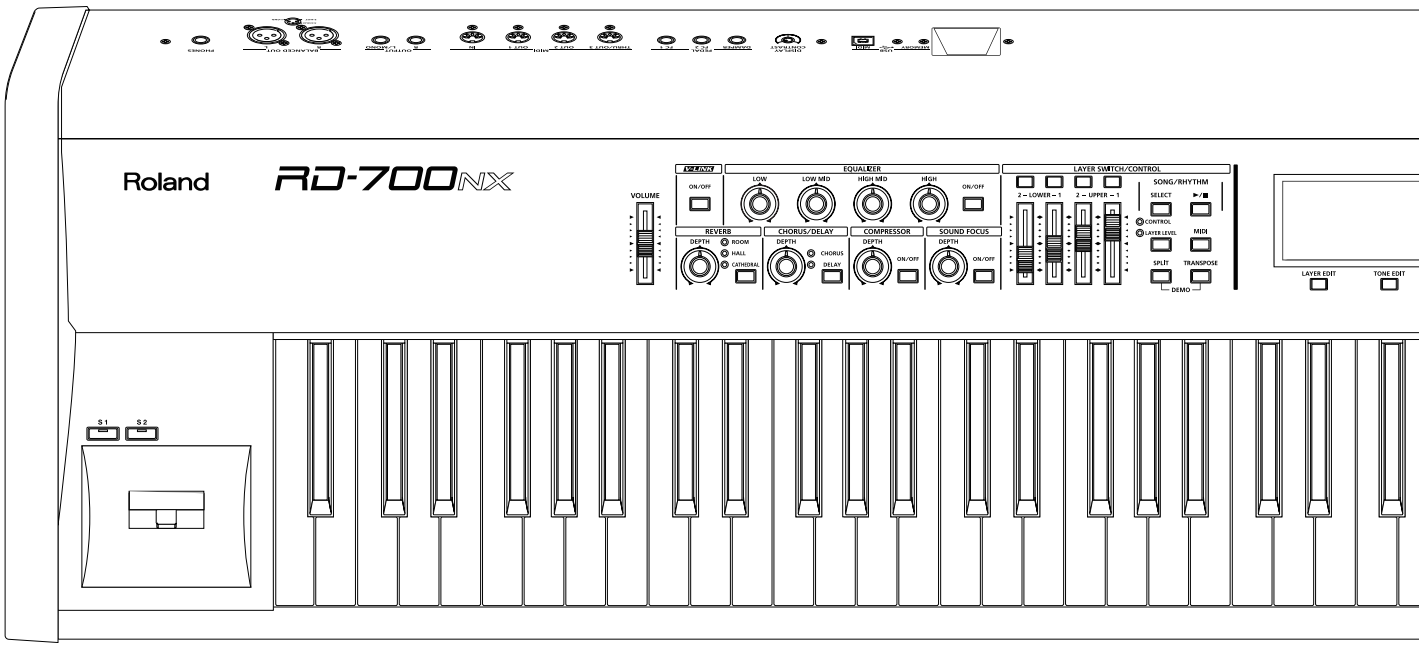

RD-700NX

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Roland

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Live Set List

PIANO

CONCERT

No	LIVE SET Name	MSB	LSB	PC
01	Concert Grand	84	0	1
02	Bright Concert	84	0	2
03	Mellow Concert	84	0	3
04	Honky-tonk	84	0	4
05	NarrowStereoGd	84	0	5
06	Rock Grand	84	0	6
07	Concert Mono	84	0	7
08	ConcertGrd+Str	84	0	8
09	ConcertGrd+Cho	84	0	9
10	ConcertGrd/Bass	84	0	10

STUDIO

No	LIVE SET Name	MSB	LSB	PC
01	Studio Grand	84	0	11
02	Bright Studio	84	0	12
03	Mellow Studio	84	0	13
04	Clear Studio	84	0	14
05	Comp StudioGrd1	84	0	15
06	Comp StudioGrd2	84	0	16
07	Studio Mono	84	0	17
08	StudioGrd+EP	84	0	18
09	StudioGrd+Pad	84	0	19
10	StudioGrd/Pad	84	0	20

BRILLIANT

No	LIVE SET Name	MSB	LSB	PC
01	Brilliant Grand	84	0	21
02	Hard BrillGrd	84	0	22
03	Soft BrillGrd	84	0	23
04	Antique Piano1	84	0	24
05	Antique Piano2	84	0	25
06	Brilliant Mono	84	0	26
07	BrillGrand+EP	84	0	27
08	BrillGrand+Str	84	0	28
09	BrillGrand+Pad	84	0	29
10	BrillGrand/Cho	84	0	30

E.PIANO

E.PIANO 1

No	LIVE SET Name	MSB	LSB	PC
01	Tine E.Piano	84	0	31
02	Phaser Tine EP1	84	0	32
03	Soft Tine EP	84	0	33
04	NewCase Tine EP	84	0	34
05	Dyno Tine EP	84	0	35
06	Driven Tine EP	84	0	36
07	Delay Tine EP	84	0	37
08	Chorus Tine EP	84	0	38
09	Wah Tine EP	84	0	39
10	Phaser Tine EP2	84	0	40

E.PIANO 2

No	LIVE SET Name	MSB	LSB	PC
01	Reed E.Piano	84	0	41
02	Comp Reed EP	84	0	42
03	Soft Reed EP	84	0	43
04	Driven Reed EP1	84	0	44
05	Driven Reed EP2	84	0	45
06	Reed Bell	84	0	46
07	Phaser Reed EP	84	0	47
08	Wah Reed EP	84	0	48
09	Rotary Reed EP	84	0	49
10	AutoPan Reed EP	84	0	50

E.PIANO 3

No	LIVE SET Name	MSB	LSB	PC
01	SA E.Piano1	84	0	51
02	Mellow SA EP	84	0	52
03	SA E.Piano2	84	0	53
04	Chorus SA EP	84	0	54
05	Phaser SA EP	84	0	55
06	SA EP + Piano	84	0	56
07	SA EP + FM EP	84	0	57
08	SA EP + Bell	84	0	58
09	SA EP + Pad1	84	0	59
10	SA EP + Pad2	84	0	60

PRESET

CLAV

No	LIVE SET Name	MSB	LSB	PC
001	Clav 1	84	0	61
002	Phaser Clav 1	84	0	62
003	Clav 2	84	0	63
004	Phaser Clav 2	84	0	64
005	Wah Clav	84	0	65
006	Reso Clav	84	0	66
007	Pulse Clav 1	84	0	67
008	Pulse Clav 2	84	0	68
009	Sweepin Clav	84	0	69
010	Analog Clav	84	0	70
011	Biting Clav	84	0	71
012	Phaser Clav 3	84	0	72
013	Phaser Clav 4	84	0	73
014	Phaser Clav 5	84	0	74
015	DigiClav	84	0	75
016	Harpsichord 1	84	0	76
017	Harpsichord 2	84	0	77
018	Coupled Harpsi	84	0	78
019	Room Harpsi	84	0	79
020	Enhanced Harpsi	84	0	80
021	St.Harpsi	84	0	81
022	BaRockEns	84	0	82
023	Harpsitur	84	0	83
024	Phaser Harpsi	84	0	84
025	Hard Harpsi	84	0	85
026	Harpsi/Flute	84	0	86

MALLET

No	LIVE SET Name	MSB	LSB	PC
027	Vibraphone 1	84	0	87
028	Vibraphone 2	84	0	88
029	Jazz Vib	84	0	89
030	Vibraphone Tr	84	0	90
031	Cool Jazz	84	0	91
032	Marimba 1	84	0	92
033	Marimba 2	84	0	93
034	Marimba 3	84	0	94
035	Xylophone 1	84	0	95
036	Xylophone 2	84	0	96
037	Tremolo Marimba	84	0	97
038	Xylophone 3	84	0	98
039	Bass Marimba 1	84	0	99
040	Bass Marimba 2	84	0	100
041	Celesta	84	0	101
042	Glockenspiel	84	0	102
043	Music Box 1	84	0	103
044	Music Box 2	84	0	104
045	Kalimba	84	0	105
046	Kalimba Bells	84	0	106
047	Steel Drums	84	0	107
048	FM Sparkles	84	0	108
049	FM Syn Bell	84	0	109
050	FM Heaven	84	0	110
051	Dreaming Bell	84	0	111
052	Music Bells	84	0	112
053	Bell	84	0	113
054	Crystal	84	0	114
055	Magic Bell	84	0	115

STRINGS

No	LIVE SET Name	MSB	LSB	PC
056	Strings 1	84	0	116
057	Strings 2	84	0	117
058	Marc Strings	84	0	118
059	Slow Strings	84	0	119
060	Mood Strings	84	0	120
061	Strings Stacc	84	0	121
062	Strings 3	84	0	122
063	Strings 4	84	0	123
064	Strings 5	84	0	124
065	Stage Strings 1	84	0	125
066	Stage Strings 2	84	0	126
067	Orchestra 1	84	0	127
068	Orchestra 2	84	0	128
069	Orchestra 3	84	1	1
070	Chamber Strings	84	1	2
071	Hybrid Strings	84	1	3
072	Tremolo Str	84	1	4
073	TapeStrings1	84	1	5
074	TapeStrings2	84	1	6
075	Syn.Strings1	84	1	7
076	Syn.Strings2	84	1	8
077	Syn.Strings3	84	1	9
078	JP Strings 1	84	1	10
079	JP Strings 2	84	1	11
080	JP Strings 3	84	1	12
081	106 Strings	84	1	13
082	VintageStr 1	84	1	14
083	VintageStr 2	84	1	15
084	VintageStr 3	84	1	16
085	VintageStr 4	84	1	17
086	VintageStr 5	84	1	18
087	PWM Str 1	84	1	19
088	PWM Str 2	84	1	20
089	Violin	84	1	21
090	Pizzicato	84	1	22

PAD

No	LIVE SET Name	MSB	LSB	PC
091	Soft Pad 1	84	1	23
092	Soft Pad 2	84	1	24
093	Soft Pad 3	84	1	25

No	LIVE SET Name	MSB	LSB	PC
094	Soft Pad 4	84	1	26
095	Soft Pad 5	84	1	27
096	Soft Pad 6	84	1	28
097	Finewine Pad	84	1	29
098	Bell Pad	84	1	30
099	Analog Pad	84	1	31
100	Airy Pad	84	1	32
101	SoftTouch Pad	84	1	33
102	Hollow Pad 1	84	1	34
103	Hollow Pad 2	84	1	35
104	Strobe Pad	84	1	36
105	Warm Heaven 1	84	1	37
106	Warm Heaven 2	84	1	38
107	Heaven Pad	84	1	39
108	Wine Pad	84	1	40
109	Digital Pad	84	1	41
110	Sweep Pad 1	84	1	42
111	Sweep Pad 2	84	1	43
112	5th Pad 1	84	1	44
113	5th Pad 2	84	1	45
114	Soft Pad 7	84	1	46
115	Soft Pad 8	84	1	47
116	Soft Pad 9	84	1	48
117	Soft Pad 10	84	1	49
118	Soft Pad 11	84	1	50
119	WideSoftStr Pad	84	1	51
120	Paradise Pad	84	1	52

ORGAN

No	LIVE SET Name	MSB	LSB	PC
121	Tone Wheel Org1	84	1	53
122	Tone Wheel Org2	84	1	54
123	Tone Wheel Org3	84	1	55
124	Tone Wheel Org4	84	1	56
125	Tone Wheel Org5	84	1	57
126	Tone Wheel Org6	84	1	58
127	Tone Wheel Org7	84	1	59
128	Tone Wheel Org8	84	1	60
129	Tone Wheel Org9	84	1	61
130	ToneWheelOrg10	84	1	62
131	Rock Organ 1	84	1	63
132	Rock Organ 2	84	1	64
133	Rock Organ 3	84	1	65
134	Rock Organ 4	84	1	66
135	Rock Organ 5	84	1	67
136	Crunch Organ 1	84	1	68
137	Crunch Organ 2	84	1	69
138	Crunch Organ 3	84	1	70
139	Crunch Organ 4	84	1	71
140	60's Organ	84	1	72
141	70's E.Organ 1	84	1	73
142	70's E.Organ 2	84	1	74
143	70's E.Organ 3	84	1	75
144	Puff Organ	84	1	76
145	Nason Flute	84	1	77
146	Massive Organ	84	1	78
147	Mid Pipe Organ	84	1	79
148	Pipe Organ	84	1	80
149	Accordion Fr	84	1	81
150	Accordion It 1	84	1	82
151	Accordion It 2	84	1	83
152	Musette	84	1	84
153	Bandoneon	84	1	85
154	Harmonica 1	84	1	86
155	Harmonica 2	84	1	87

GUITAR

No	LIVE SET Name	MSB	LSB	PC
156	Nylon Guitar 1	84	1	88
157	Nylon Guitar 2	84	1	89
158	Folk Guitar 1	84	1	90
159	Folk Guitar 2	84	1	91
160	Folk Guitar 3	84	1	92
161	Clean Guitar 1	84	1	93
162	Clean Guitar 2	84	1	94
163	Jazz Guitar1	84	1	95
164	Jazz Guitar2	84	1	96
165	Mute Guitar	84	1	97
166	12-str.Gtr	84	1	98
167	Chorus Gtr 1	84	1	99
168	Chorus Gtr 2	84	1	100
169	Pick E.Gtr	84	1	101
170	Wet E.Gtr	84	1	102
171	Funk Guitar 1	84	1	103
172	Funk Guitar 2	84	1	104
173	Funk Pop	84	1	105
174	Overdrive Gt1	84	1	106
175	Overdrive Gt2	84	1	107
176	DistortionGtr1	84	1	108
177	DistortionGtr2	84	1	109
178	Metal Stack	84	1	110
179	Dist Gtr Mute	84	1	111
180	Mandolin	84	1	112
181	Yang Qin	84	1	113
182	Santur	84	1	114
183	Sitar 1	84	1	115
184	Sitar 2	84	1	116
185	Banjo	84	1	117

BASS

No	LIVE SET Name	MSB	LSB	PC
186	Acoustic Bs1	84	1	118
187	Acoustic Bs2	84	1	119
188	Acoustic Bs3	84	1	120
189	Fingered Bs1	84	1	121
190	Fingered Bs2	84	1	122
191	Picked Bass 1	84	1	123

No	LIVE SET Name	MSB	LSB	PC
192	Picked Bass 2	84	1	124
193	Fretless Bs 1	84	1	125
194	Fretless Bs 2	84	1	126
195	Slap Bass 1	84	1	127
196	Slap Bass 2	84	1	128
197	MG Bass 1	84	2	1
198	MG Bass 2	84	2	2
199	Modular Bs	84	2	3
200	TB Bass	84	2	4
201	Big Mini	84	2	5
202	Fat Analog	84	2	6
203	Spike Bass	84	2	7
204	SH Bass	84	2	8
205	Synth Bass 1	84	2	9
206	Synth Bass 2	84	2	10
207	Synth Bass 3	84	2	11
208	Synth Bass 4	84	2	12
209	Synth Bass 5	84	2	13
210	Synth Bass 6	84	2	14
211	Synth Bass 7	84	2	15
212	Fat Bass	84	2	16
213	Reso Bass 1	84	2	17
214	Reso Bass 2	84	2	18
215	101 Bass	84	2	19

CHOIR/SCAT

No	LIVE SET Name	MSB	LSB	PC
216	Jazz Scat	84	2	20
217	Choir 1	84	2	21
218	Choir 2	84	2	22
219	Choir 3	84	2	23
220	Angel Choir	84	2	24
221	Flangy Angel	84	2	25
222	Aerial Choir	84	2	26
223	Space Voice	84	2	27
224	Voice Oohs	84	2	28
225	Humming 1	84	2	29
226	Humming 2	84	2	30
227	Gospel Hum	84	2	31
228	Sop Vox	84	2	32
229	Sample Opera	84	2	33
230	Vox Pad 1	84	2	34
231	Vox Pad 2	84	2	35
232	SynVox 1	84	2	36
233	SynVox 2	84	2	37
234	SynVox 3	84	2	38
235	Dreamvox 1	84	2	39
236	Dreamvox 2	84	2	40

BRASS

No	LIVE SET Name	MSB	LSB	PC
237	Brass 1	84	2	41
238	Brass 2	84	2	42
239	Brass 3	84	2	43
240	Brass 4	84	2	44
241	Brass 5	84	2	45
242	Brass 6	84	2	46
243	Brass 7	84	2	47
244	Live Trumps	84	2	48
245	F.Horn Sect	84	2	49
246	Sax Sect	84	2	50
247	Live Brass	84	2	51
248	Tp & Sax	84	2	52
249	Trumpet 1	84	2	53
250	Trumpet 2	84	2	54
251	Dark Trumpet	84	2	55
252	Mute Trumpet1	84	2	56
253	Mute Trumpet2	84	2	57
254	Trombone 1	84	2	58
255	Trombone 2	84	2	59
256	Tuba	84	2	60
257	French Horn	84	2	61
258	Soprano Sax	84	2	62
259	Alto Sax	84	2	63
260	Tenor Sax 1	84	2	64
261	Tenor Sax 2	84	2	65
262	Baritone Sax	84	2	66
263	Chamber Winds	84	2	67
264	Oboe	84	2	68
265	Clarinet	84	2	69
266	Flute	84	2	70
267	Bottle Blow	84	2	71
268	Pan Flute	84	2	72
269	Pan Pipes	84	2	73
270	Shakuhachi	84	2	74

SYNTH

No	LIVE SET Name	MSB	LSB	PC
271	Dream Keys	84	2	75
272	Super Saw	84	2	76
273	Trance Synth	84	2	77
274	Jump Poly	84	2	78
275	ShakuBell	84	2	79
276	Dreambell	84	2	80
277	FantaPiano	84	2	81
278	Stacc Heaven	84	2	82
279	Fantasia	84	2	83
280	D-50 Bell	84	2	84
281	On Air	84	2	85
282	Saw Lead 1	84	2	86
283	Saw Lead 2	84	2	87
284	Saw Lead 3	84	2	88
285	Synth Brass1	84	2	89
286	Synth Brass2	84	2	90
287	SynBrass sfz	84	2	91
288	Analog Saws	84	2	92
289	Soft SynBrs1	84	2	93

No	LIVE SET Name	MSB	LSB	PC
290	Soft SynBrs2	84	2	94
291	Warm SynBrs	84	2	95
292	EuroExpress1	84	2	96
293	EuroExpress2	84	2	97
294	SupperSynBrass	84	2	98
295	JP Brass 1	84	2	99
296	JP Brass 2	84	2	100
297	JP Brass 3	84	2	101
298	Wide SynBrs	84	2	102
299	106 Brass	84	2	103
300	Dual Saw Brs	84	2	104

USER

CLAV

No	LIVE SET Name	MSB	LSB	PC
001	Concert Grand	84	64	1
002	Bright Concert	84	64	2
003	Mellow Concert	84	64	3
004	Honky-tonk	84	64	4
005	NarrowStereoGd	84	64	5
006	Rock Grand	84	64	6
007	Concert Mono	84	64	7
008	ConcertGrd+Str	84	64	8
009	ConcertGrd+Cho	84	64	9
010	ConcertGrd/Bass	84	64	10

MALLET

No	LIVE SET Name	MSB	LSB	PC
011	Studio Grand	84	64	11
012	Bright Studio	84	64	12
013	Mellow Studio	84	64	13
014	Clear Studio	84	64	14
015	Comp StudioGrd1	84	64	15
016	Comp StudioGrd2	84	64	16
017	Studio Mono	84	64	17
018	StudioGrd+EP	84	64	18
019	StudioGrd+Pad	84	64	19
020	StudioGrd/Pad	84	64	20

STRINGS

No	LIVE SET Name	MSB	LSB	PC
021	Brilliant Grand	84	64	21
022	Hard BrillGrd	84	64	22
023	Soft BrillGrd	84	64	23
024	Antique Piano1	84	64	24
025	Antique Piano2	84	64	25
026	Brilliant Mono	84	64	26
027	BrillGrand+EP	84	64	27
028	BrillGrand+Str	84	64	28
029	BrillGrand+Pad	84	64	29
030	BrillGrand/Cho	84	64	30

PAD

No	LIVE SET Name	MSB	LSB	PC
031	Tine E.Piano	84	64	31
032	Phaser Tine EP1	84	64	32
033	Soft Tine EP	84	64	33
034	NewCase Tine EP	84	64	34
035	Dyno Tine EP	84	64	35
036	Driven Tine EP	84	64	36
037	Delay Tine EP	84	64	37
038	Chorus Tine EP	84	64	38

No	LIVE SET Name	MSB	LSB	PC
039	Wah Tine EP	84	64	39
040	Phaser Tine EP2	84	64	40

ORGAN

No	LIVE SET Name	MSB	LSB	PC
041	Reed E.Piano	84	64	41
042	Comp Reed EP	84	64	42
043	Soft Reed EP	84	64	43
044	Driven Reed EP1	84	64	44
045	Driven Reed EP2	84	64	45
046	Reed Bell	84	64	46
047	Phaser Reed EP	84	64	47
048	Wah Reed EP	84	64	48
049	Rotary Reed EP	84	64	49
050	AutoPan Reed EP	84	64	50

GUITAR

No	LIVE SET Name	MSB	LSB	PC
051	SA E.Piano1	84	64	51
052	Mellow SA EP	84	64	52
053	SA E.Piano2	84	64	53
054	Chorus SA EP	84	64	54
055	Phaser SA EP	84	64	55
056	SA EP + Piano	84	64	56
057	SA EP + FM EP	84	64	57
058	SA EP + Bell	84	64	58
059	SA EP + Pad1	84	64	59
060	SA EP + Pad2	84	64	60

BASS

No	LIVE SET Name	MSB	LSB	PC
061	INIT LIVE SET	84	64	61
062	INIT LIVE SET	84	64	62
063	INIT LIVE SET	84	64	63
064	INIT LIVE SET	84	64	64
065	INIT LIVE SET	84	64	65
066	INIT LIVE SET	84	64	66
067	INIT LIVE SET	84	64	67
068	INIT LIVE SET	84	64	68
069	INIT LIVE SET	84	64	69
070	INIT LIVE SET	84	64	70

CHOIR/SCAT

No	LIVE SET Name	MSB	LSB	PC
071	INIT LIVE SET	84	64	71
072	INIT LIVE SET	84	64	72
073	INIT LIVE SET	84	64	73
074	INIT LIVE SET	84	64	74
075	INIT LIVE SET	84	64	75

No	LIVE SET Name	MSB	LSB	PC
076	INIT LIVE SET	84	64	76
077	INIT LIVE SET	84	64	77
078	INIT LIVE SET	84	64	78
079	INIT LIVE SET	84	64	79
080	INIT LIVE SET	84	64	80

BRASS

No	LIVE SET Name	MSB	LSB	PC
081	INIT LIVE SET	84	64	81
082	INIT LIVE SET	84	64	82
083	INIT LIVE SET	84	64	83
084	INIT LIVE SET	84	64	84
085	INIT LIVE SET	84	64	85
086	INIT LIVE SET	84	64	86
087	INIT LIVE SET	84	64	87
088	INIT LIVE SET	84	64	88
089	INIT LIVE SET	84	64	89
090	INIT LIVE SET	84	64	90

SYNTH

No	LIVE SET Name	MSB	LSB	PC
091	INIT LIVE SET	84	64	91
092	INIT LIVE SET	84	64	92
093	INIT LIVE SET	84	64	93
094	INIT LIVE SET	84	64	94
095	INIT LIVE SET	84	64	95
096	INIT LIVE SET	84	64	96
097	INIT LIVE SET	84	64	97
098	INIT LIVE SET	84	64	98
099	INIT LIVE SET	84	64	99
100	INIT LIVE SET	84	64	100

Tone List

CONCERT

No	Tone Name	MSB	LSB	PC
001	ConcertGrand	114	0	1
002	Honky-tonk1	114	0	2
003	Concert Mono	114	0	3

STUDIO

No	Tone Name	MSB	LSB	PC
004	Studio Grand	114	1	1
005	Honky-tonk2	114	1	2
006	Studio Mono	114	1	3

BRILLIANT

No	Tone Name	MSB	LSB	PC
007	Brill Grand	114	2	1
008	Honky-tonk3	114	2	2
009	Brill Mono	114	2	3
010	St.Piano 1	87	0	1
011	St.Piano 2	87	0	2
012	St.Piano 3	87	0	3
013	St.Piano 4	87	0	4
014	St.Piano 5	87	0	5
015	Brite Piano	87	0	6
016	Stage Piano	87	0	7
017	Honky Tonk	87	0	8
018	Pop Piano 1	87	0	9
019	Pop Piano 2	87	0	10
020	Pop Piano 3	87	0	11
021	Piano 1	121	0	1
022	Piano 1 w	121	1	1
023	European Pf	121	2	1
024	Piano 2	121	0	2
025	Piano 2 w	121	1	2
026	Piano 3	121	0	3
027	Piano 3 w	121	1	3
028	Honky-tonk	121	0	4
029	Honky-tonk w	121	1	4

E.PIANO 1

No	Tone Name	MSB	LSB	PC
030	TINE EP	113	0	1
031	TINE EP2	113	0	2
032	FM TINE	113	0	3
033	TINE EP3	113	0	4
034	TINE EP4	113	0	5

E.PIANO 2

No	Tone Name	MSB	LSB	PC
035	REED EP	113	1	1
036	REED BELL	113	1	2
037	REED EP2	113	1	3
038	REED EP3	113	1	4
039	REED EP4	113	1	5

E.PIANO 3

No	Tone Name	MSB	LSB	PC
040	SA EP1	113	2	1
041	SA EP2	113	2	2
042	Stage EP 1	87	0	12
043	Stage EP 2	87	0	13
044	Stage EP Trm	87	0	14
045	Tremolo EP 1	87	0	15
046	E.Piano 3	87	0	16
047	E.Piano 4	87	0	17
048	E.Piano 5	87	0	18
049	E.Piano 6	87	0	19
050	E.Piano 7	87	0	20
051	E.Piano 8	87	0	21
052	Dyno EP	87	0	22
053	Dyno EP Trm	87	0	23
054	Tremolo EP 2	87	0	24
055	Back2the60s	87	0	25
056	Tine EP	87	0	26
057	SA EP 1	87	0	27
058	SA EP 2	87	0	28
059	Psy EP	87	0	29
060	Hit EP	87	65	3
061	Wurly EP	87	0	30
062	Wurly EP Trm	87	0	31
063	Curly Wurly	87	0	32
064	Super Wurly	87	0	33
065	EP Legend 3	87	0	34
066	EP Belle	87	0	35
067	80's EP	87	0	36
068	FM EP 1	87	0	37
069	FM EP 2	87	0	38
070	Sinus EP	87	0	39
071	Spirit Tines	87	0	40
072	E.Piano 1	121	0	5
073	St.Soft EP	121	1	5
074	EP Legend 1	121	2	5
075	Wurly	121	3	5
076	E.Piano 2	121	0	6
077	Detuned EP	121	1	6
078	St.FM EP	121	2	6
079	EP Legend 2	121	3	6
080	EP Phase	121	4	6
081	E.Grand 1	87	65	22
082	E.Grand 2	87	65	23
083	E.Grand 3	87	65	24

CLAV

No	Tone Name	MSB	LSB	PC
084	Clav	121	0	8
085	Clav 2	87	0	42
086	Pulse Clav	121	1	8
087	Pulse Clav 2	87	0	43
088	Sweepin Clav	87	0	44
089	Analog Clav	87	0	45
090	Biting Clav	87	0	46
091	Pulse Clv St	87	0	47
092	Natural Hps.	87	66	16
093	Harpsichord	121	0	7
094	Harpsichord2	87	0	41
095	Coupled Hps	121	1	7
096	Harpsi w	121	2	7
097	Harpsi o	121	3	7

MALLET

No	Tone Name	MSB	LSB	PC
098	Vibraphone	121	0	12
099	Vibraphone 2	87	0	68
100	VibraphoneTr	87	0	69
101	Vibraphone w	121	1	12
102	Tremolo Vib	87	0	70
103	Jazz Vib	87	4	3
104	Marimba	121	0	13
105	Marimba 2	87	0	71
106	Marimba 3	87	0	72
107	Marimba w	121	1	13
108	BsMarimba 1	87	4	4
109	BsMarimba 2	87	4	5
110	Xylophone	121	0	14
111	Xylophone 2	87	0	74
112	Xylophone 3	87	0	75
113	Ethno Keys	87	0	76
114	Celesta	121	0	9
115	Glockenspiel	121	0	10
116	Music Box	121	0	11
117	Music Box 2	87	0	55
118	Kalimba	121	0	109
119	Kalimbells	87	0	57
120	Steel Drums	121	0	115
121	Steel Drums2	87	0	73
122	Soft StlDrm	87	4	2
123	FM Sparkles	87	0	48
124	FM Syn Bell	87	0	49
125	FM Heaven	87	0	50
126	D50 Fantasy	87	0	51
127	D50 Bell	87	0	52
128	Dreaming Bel	87	0	53
129	Analog Bell	87	0	54
130	Music Bells	87	0	56
131	Bell 1	87	0	58
132	Bell 2	87	0	59
133	Org Bell	87	4	1
134	Crystal	121	0	99
135	Tinkle Bell	121	0	113
136	Icy Keys	87	0	60
137	Toy Box	87	0	61
138	Dreambell	87	0	66
139	Sine Mallet	87	4	6
140	Syn Mallet	121	1	99
141	TubularBells	121	0	15
142	TubularBell2	87	0	64
143	Church Bell	121	1	15
144	Carillon	121	2	15
145	Carillon 2	87	0	62
146	Tower Bell	87	0	63
147	Bell Ring	87	0	65

STRINGS

No	Tone Name	MSB	LSB	PC
148	GX Strings	87	68	1
149	Mood Strings	87	1	70
150	Slow Strings	121	0	50
151	DecayStrings	87	68	27
152	Strings	121	0	49
153	Strings 2	87	1	71
154	Strings 3	87	1	72
155	Strings 4	87	1	73
156	Strings 5	87	1	74
157	Strings 6	87	4	33
158	Stage Str 1	87	1	75
159	Stage Str 2	87	1	76
160	Pop Str	87	1	77
161	Hall Strings	87	4	34
162	Marc.Str	87	1	78
163	StringsStacc	87	1	79
164	Orchestra	121	1	49
165	Oct Strings	121	2	49
166	Orc.Unison 1	87	1	86
167	Orc.Unison 2	87	1	87
168	Full Orc	87	4	35
169	Tremolo Str	121	0	45
170	TapeStrings1	87	1	82
171	TapeStrings2	87	1	83
172	Hybrid Str	87	1	84
173	Violin	121	0	41
174	Violin 2	87	1	85
175	Slow Violin	121	1	41
176	Bright Vln	87	4	31
177	Viola	121	0	42
178	Cello	121	0	43
179	Bright Vc	87	4	32
180	Contrabass	121	0	44
181	PizzicatoStr	121	0	46
182	Pizz 1	87	1	80
183	Pizz 2	87	1	81

No	Tone Name	MSB	LSB	PC
184	Harp	121	0	47
185	Yang Qin	121	1	47
186	Timpani	121	0	48
187	Fiddle	121	0	111
188	Cheezy Movie	87	4	49

PAD

No	Tone Name	MSB	LSB	PC
189	CalmChoirPad	87	69	1
190	Soft Pad 1	87	3	28
191	Soft Pad 2	87	3	29
192	Soft Pad 3	87	3	30
193	Soft Pad 4	87	3	31
194	Soft Pad 5	87	3	32
195	Soft Pad 6	87	3	33
196	Soft Pad 7	87	3	34
197	Soft Pad 8	87	3	35
198	Soft Pad 9	87	3	36
199	Soft Pad 10	87	3	37
200	Dreamheaven	87	3	16
201	Air Key 1	87	3	17
202	Air Key 2	87	3	21
203	Sweet Keys	87	3	18
204	Soft Bell	87	3	20
205	Oct Heaven	87	3	22
206	Stacc Heaven	87	3	23
207	DigitalDream	87	3	24
208	Analog Dream	87	3	25
209	Harp Pad	87	3	26
210	Sitar Pad	87	3	27
211	VintageStr 1	87	3	38
212	VintageStr 2	87	3	39
213	VintageStr 3	87	3	40
214	VintageStr 4	87	3	41
215	VintageStr 5	87	3	42
216	VintageStr 6	87	3	43
217	VintageStr 7	87	3	44
218	JX Strings	87	3	45
219	JP Strings 1	87	3	46
220	JP Strings 2	87	3	47
221	106 Strings	87	3	48
222	PWM Str 1	87	3	49
223	PWM Str 2	87	3	50
224	PWM Str 3	87	4	81
225	Fading Str	87	3	51
226	ParadisePad	87	3	52
227	80s Strings	87	3	53
228	Stringship	87	3	54
229	Airy Pad	87	3	55
230	Neo RS-202	87	3	56
231	Sawtooth Str	87	3	57
232	Pulse Pad	87	3	58
233	Hollow Pad 1	87	3	59
234	WarmHeaven 1	87	3	60
235	WarmHeaven 2	87	3	61
236	Heaven Key	87	3	11
237	Heaven Pad 1	87	3	12
238	Heaven Pad 2	87	3	13
239	Heaven Pad 3	87	3	62
240	Heaven Pad 4	87	3	63
241	FineWinePad1	87	3	64
242	FineWinePad2	87	3	65
243	5th Pad 1	87	3	66
244	5th Pad 2	87	3	67
245	Nu Epic Pad	87	3	68
246	Angelis Pad	87	3	69
247	TrnsSweepPad	87	3	70
248	Giant Sweep	87	3	71
249	Voyager	87	3	72
250	Digital Pad	87	3	73
251	NuSoundtrack	87	3	74
252	Xadecimal	87	3	75
253	PanninFormnt	87	3	76
254	Fairy's Song	87	3	77
255	Atmospherics	87	3	78
256	Strobe Pad	87	3	79
257	StrobeBell 1	87	3	80
258	StrobeBell 2	87	3	81
259	Flying Pad 1	87	3	82
260	Flying Pad 2	87	3	83
261	Flying Pad 3	87	3	84
262	Flying Pad 4	87	3	85
263	Flying Pad 5	87	3	86
264	Shimmer Pad	87	3	107
265	BUBBLE 1	87	4	65
266	BUBBLE 2	87	4	66
267	BUBBLE 3	87	4	67
268	Soft PWM Pad	87	4	75
269	Org Pad	87	4	76
270	Hollow Pad 2	87	4	77
271	SavannaPad 1	87	4	78
272	SavannaPad 2	87	4	79
273	SavannaPad 3	87	4	80
274	PWM Pad 1	87	3	4
275	PWM Pad 2	87	4	82
276	Str Machine	87	4	83
277	Reso Pad	87	4	84
278	BPF Pad	87	4	85
279	Sweep Pad	121	0	96
280	Sweep Pad 2	87	4	87
281	Sweep Pad 3	87	4	88
282	Sweep Pad 4	87	4	89
283	Scoop Pad 1	87	4	90
284	Scoop Pad 2	87	4	91
285	Brite Wine	87	4	92
286	Wine Pad	87	4	93
287	Sine Magic	87	4	95
288	Syn.Strings1	121	0	51
289	Syn.Strings2	121	0	52

No	Tone Name	MSB	LSB	PC
290	Syn.Strings3	121	1	51
291	Fantasia	121	0	89
292	Warm Pad	121	0	90
293	Sine Pad	121	1	90
294	Poly Synth	121	0	91
295	Bowed Glass	121	0	93
296	Metal Pad	121	0	94
297	Halo Pad	121	0	95
298	Ice Rain	121	0	97
299	Soundtrack	121	0	98
300	Atmosphere	121	0	100
301	Brightness	121	0	101

ORGAN

No	Tone Name	MSB	LSB	PC
302	TW-Organ 1	112	0	1
303	TW-Organ 2	112	0	2
304	TW-Organ 3	112	0	3
305	TW-Organ 4	112	0	4
306	TW-Organ 5	112	0	5
307	TW-Organ 6	112	0	6
308	TW-Organ 7	112	0	7
309	TW-Organ 8	112	0	8
310	TW-Organ 9	112	0	9
311	TW-Organ 10	112	0	10
312	Rock Organ 1	87	0	77
313	Rock Organ 2	87	0	78
314	Rock Organ 3	87	0	79
315	Rock Organ 4	87	0	80
316	Rock Organ 5	87	0	81
317	RotaryOrgan1	87	0	82
318	RotaryOrgan2	87	0	83
319	Perc. Organ	121	2	18
320	Perc.Organ 2	87	0	84
321	Perc.Organ 3	87	0	85
322	Perc.Organ 4	87	0	86
323	E.Organ 1	87	0	87
324	E.Organ 2	87	0	88
325	E.Organ 3	87	0	89
326	E.Organ 4	87	0	90
327	E.Organ 5	87	0	91
328	E.Organ 6	87	0	92
329	E.Organ 7	87	0	93
330	Puff Organ	121	1	21
331	Nason Flute	87	67	19
332	Massive Pipe	87	67	17
333	Mid Pipe Org	87	67	18
334	Grand Pipes	87	0	96
335	Church Org 1	121	0	20
336	Church Org 2	121	1	20
337	Church Org 3	121	2	20
338	Theater Org	87	67	20
339	Accordion Fr	121	0	22
340	Accordion It	121	1	22
341	AccordionIt2	87	0	97
342	Musette	87	0	98
343	Vodkakordion	87	0	99
344	Bandoneon	121	0	24
345	Harmonica	121	0	23
346	Harmonica 2	87	0	100
347	70's E.Org 1	87	0	94
348	70's E.Org 2	87	0	95
349	Ana Organ 1	87	4	7
350	Ana Organ 2	87	4	8
351	Ana Organ 3	87	4	9
352	Ana Organ 4	87	4	10
353	Ana Organ 5	87	4	11
354	Organ 1	121	0	17
355	Trem. Organ	121	1	17
356	60's Organ	121	2	17
357	70's E.Organ	121	3	17
358	Organ 2	121	0	18
359	Chorus Organ	121	1	18
360	Organ 3	121	0	19
361	Reed Organ	121	0	21

GUITAR

No	Tone Name	MSB	LSB	PC
362	Nylon Gtr 1	121	0	25
363	Nylon Gtr 2	121	3	25
364	Nylon Gtr 3	87	0	101
365	Nylon Gtr 4	87	0	102
366	Nylon Gtr 5	87	0	103
367	Nylon Gtr 6	87	0	104
368	Wet Nyln Gtr	87	0	105
369	Folk Gtr 1	87	0	107
370	Folk Gtr 2	87	0	108
371	Folk Gtr 3	87	0	109
372	Latin Gtr	87	0	110
373	Clean Gtr 1	87	0	117
374	Clean Gtr 2	87	0	118
375	Clean Gtr 3	87	0	119
376	Jazz Guitar	121	0	27
377	Jazz Guitar2	87	0	120
378	Pick E.Gtr	87	0	121
379	Funk Guitar	121	2	29
380	Funk Guitar2	87	0	122
381	Wet E.Gtr	87	0	123
382	Overdrive Gt	121	0	30
383	OverdriveGt2	87	0	124
384	Guitar Pinch	121	1	30
385	Dist Gtr 1	87	0	125
386	Dist Gtr 2	87	0	126
387	Dist Gtr 3	87	0	127
388	DistortionGt	121	0	31
389	Gt Feedback1	121	1	31
390	Dist Rtm Gtr	121	2	31
391	Ukulele	121	1	25

No	Tone Name	MSB	LSB	PC
392	Ukulele 2	87	0	106
393	Nylon Gtr 1o	121	2	25
394	Steel-str.Gt	121	0	26
395	12-str. Gtr	121	1	26
396	Mandolin	121	2	26
397	Steel + Body	121	3	26
398	Pedal Steel	121	1	27
399	Pedal Steel2	87	4	12
400	Clean Guitar	121	0	28
401	Chorus Gtr	121	1	28
402	Mid Tone Gtr	121	2	28
403	Muted Guitar	121	0	29
404	Funk Pop	121	1	29
405	Jazz Man	121	3	29
406	Gt Harmonics	121	0	32
407	Gt Feedback2	121	1	32
408	Sitar 1	121	0	105
409	Sitar 2	121	1	105
410	Sitar 3	87	0	115
411	Banjo	121	0	106
412	Shamisen	121	0	107
413	Koto	121	0	108
414	Taisho Koto	121	1	108
415	Aerial Harp	87	0	113
416	LostParadise	87	0	114
417	Indian Frtls	87	0	116
418	Santur	121	0	16
419	Santur 2	87	0	111
420	Santur 3	87	0	112

BASS

No	Tone Name	MSB	LSB	PC
421	Acoustic Bs	121	0	33
422	Acoustic Bs2	87	0	128
423	Acoustic Bs3	87	1	1
424	Fingered Bs	121	0	34
425	Fingered Bs2	87	1	2
426	Fingered Bs3	87	1	3
427	Fingered Bs4	87	1	4
428	Pick Bass	87	1	5
429	Picked Bass	121	0	35
430	Fretless Bs	121	0	36
431	FretlessBs 2	87	1	6
432	FretlessBs 3	87	1	7
433	Finger Slap	121	1	34
434	Finger Slap2	87	1	8
435	Slap Bass 1	121	0	37
436	Slap Bass 2	121	0	38
437	Return2Base!	87	1	9
438	MG Bass 1	87	1	10
439	MG Bass 2	87	1	11
440	MG Bass 3	87	1	12
441	Modular Bs 1	87	1	13
442	Modular Bs 2	87	1	14

No	Tone Name	MSB	LSB	PC
443	PWM Bass 1	87	1	15
444	PWM Bass 2	87	1	16
445	Big Mini	87	1	17
446	Fat Analog	87	1	18
447	Spike Bass	87	1	19
448	SH Bass	87	1	20
449	Intrusive Bs	87	1	21
450	Synth Bass 1	121	0	39
451	Synth Bass 2	121	0	40
452	Synth Bass 3	87	1	22
453	Synth Bass 4	87	1	23
454	Synth Bass 5	87	1	24
455	Synth Bass 6	87	1	25
456	Synth Bass 7	87	1	26
457	Synth Bass 8	87	1	27
458	Synth Bass 9	87	1	28
459	Synth Bass10	87	1	29
460	Synth Bass11	87	1	30
461	Synth Bass12	87	1	31
462	Synth Bass13	87	1	32
463	Synth Bass14	87	1	33
464	Reso Bass 1	87	1	34
465	Reso Bass 2	87	1	35
466	Reso Bass 3	87	1	36
467	Reso Bass 4	87	1	37
468	Reso Bass 5	87	1	38
469	Reso Bass 6	87	1	39
470	Reso Bass 7	87	1	40
471	Reso Bass 8	87	1	41
472	Reso Bass 9	87	4	21
473	Reso Bass 10	87	4	22
474	Acid Bass	121	2	39
475	Acid Bass 2	87	1	42
476	Acid Bass 3	87	1	43
477	Acid Bass 4	87	1	44
478	Acid Bass 5	87	4	15
479	Acid Bass 6	87	4	16
480	Acid Bass 7	87	4	17
481	TB Bass 1	87	1	46
482	TB Bass 2	87	1	47
483	TB Bass 3	87	4	13
484	TB Bass 4	87	4	14
485	Alpha Bass 1	87	1	45
486	Alpha Bass 2	87	1	48
487	Alpha ResoBs	87	1	49
488	Nu Saw Bass	87	1	50
489	Nu RnB SawBs	87	1	51
490	Storm Bass	87	1	52
491	Detune Bass	87	1	53
492	Gashed Bass	87	1	54
493	Hi-Energy Bs	87	1	55
494	Pedal Bass 1	87	1	56
495	Pedal Bass 2	87	4	19
496	Monster Bass	87	1	57
497	JunoSqr Bs 1	87	1	58

No	Tone Name	MSB	LSB	PC
498	JunoSqr Bs 2	87	1	59
499	101 Bass	87	1	60
500	106 Bass 1	87	1	61
501	106 Bass 2	87	1	62
502	Compu Bass 1	87	1	63
503	Compu Bass 2	87	1	64
504	Triangle Bs	87	1	65
505	Muffled Bass	87	1	66
506	Garage Bass	87	1	67
507	TransistorBs	87	1	68
508	Fazee Bass	87	1	69
509	Brite Bass	87	4	18
510	Saw Bass	87	4	20
511	Sub Bass	87	4	23
512	Ramp Bass	87	4	24
513	Fat Bass 1	87	4	25
514	Fat Bass 2	87	4	26
515	Fat Bass 3	87	4	27
516	Flat Bass	87	4	28
517	Electro Rubb	87	4	29
518	80s Bass	87	4	30
519	SynthBass101	121	1	39
520	Clav Bass	121	3	39
521	Hammer Bass	121	4	39
522	SynSlap Bass	121	1	40
523	Rubber Bass	121	2	40
524	Attack Pulse	121	3	40

CHOIR/SCAT

No	Tone Name	MSB	LSB	PC
525	Jazz Scat 1	87	3	87
526	Jazz Scat 2	87	3	88
527	GX Choir	87	72	1
528	Choir Aahs	121	0	53
529	Chorus Aahs	121	1	53
530	Choir Pad	87	3	89
531	Angels Choir	87	3	90
532	Aerial Choir	87	3	91
533	Voice Oohs	121	0	54
534	Doo Pad	87	3	92
535	Humming	121	1	54
536	Humming 2	87	3	93
537	Humming 3	87	3	94
538	Gospel Hum	87	3	95
539	Decay Choir	87	72	27
540	Dcy ChoirPad	87	69	25
541	Vox Pad 1	87	3	96
542	Vox Pad 2	87	3	97
543	Dreamvox 1	87	3	14
544	Dreamvox 2	87	3	15
545	80s Vox	87	3	98
546	SynVox	121	0	55
547	SynVox 2	87	3	99
548	SynVox 3	87	3	100
549	Mini Vox	87	3	101
550	Chipmunk	87	3	102
551	Sample Opera	87	3	103
552	Sad Ceremony	87	3	104
553	5th Voice	87	4	52
554	Sop Vox	87	4	94
555	Analog Voice	121	1	55
556	Space Voice	121	0	92
557	Itopia	121	1	92
558	Dreaming Box	87	0	67

BRASS

No	Tone Name	MSB	LSB	PC
559	Brass 1	121	0	62
560	Brass 2	121	1	62
561	Brass 3	87	1	96
562	Brass 4	87	1	97
563	Brass 5	87	1	98
564	Brass 6	87	1	99
565	80s Brass 1	87	1	100
566	80s Brass 2	87	1	101
567	80s Brass 3	87	1	102
568	80s Brass 4	87	1	103
569	80s Brass 5	87	1	104
570	80s Brass 6	87	1	105
571	80s Brass 7	87	1	106
572	80s Brass 8	87	1	107
573	Soft SynBrs1	87	1	108
574	Soft SynBrs2	87	1	118
575	Warm SynBrs	87	1	109
576	Brite SynBrs	87	1	110
577	Express Brs	87	1	111
578	EuroExpress1	87	1	112
579	JP Brass 1	87	1	113
580	JP Brass 2	87	1	119
581	Juno Brass	87	1	114
582	Ox Brass	87	1	115
583	Reso Brass	87	1	116
584	Wide SynBrs	87	1	117
585	106 Brass	87	1	120
586	Octa Brass	87	1	121
587	Poly Brass 1	87	1	122
588	Poly Brass 2	87	4	41
589	Dual Saw Brs	87	1	123
590	Jump Poly	87	2	109
591	Reso Key 1	87	2	124
592	EuroExpress2	87	2	127
593	Ox Synth	87	3	5
594	VintageBrs 1	87	4	37
595	VintageBrs 2	87	4	38
596	VintageBrs 3	87	4	39
597	VintageBrs 4	87	4	40
598	JP Brass	121	1	63
599	Oct SynBrass	121	2	63

No	Tone Name	MSB	LSB	PC
600	Jump Brass	121	3	63
601	Synth Brass1	121	0	63
602	Synth Brass2	121	0	64
603	SynBrass sfz	121	1	64
604	Velo Brass	121	2	64
605	Trumpet	121	0	57
606	Trumpet 2	87	1	94
607	Dark Trumpet	121	1	57
608	MuteTrumpet1	121	0	60
609	MuteTrumpet2	121	1	60
610	Trombone 1	121	0	58
611	Trombone 2	121	1	58
612	Bright Tb	121	2	58
613	Tuba	121	0	59
614	Fr.Horn	87	1	95
615	French Horn	121	1	61
616	F.Horn Sect	121	0	61
617	Soprano Sax	121	0	65
618	Soprano Sax2	87	1	124
619	Alto Sax	121	0	66
620	Tenor Sax	121	0	67
621	Tenor Sax 2	87	1	126
622	BreathyTenor	87	1	125
623	Baritone Sax	121	0	68
624	Oboe	121	0	69
625	English Horn	121	0	70
626	Bassoon	121	0	71
627	Bassoon 2	87	1	88
628	Clarinet	121	0	72
629	Piccolo	121	0	73
630	Flute	121	0	74
631	Flute 2	87	1	89
632	Recorder	121	0	75
633	Pan Flute	121	0	76
634	Pan Flute 2	87	1	90
635	Pan Pipes 1	87	1	91
636	Pan Pipes 2	87	4	36
637	Bottle Blow	121	0	77
638	Shakuhachi	121	0	78
639	Shakuhachi 2	87	1	92
640	Whistle	121	0	79
641	Ocarina	121	0	80
642	Ocarina 2	87	1	93
643	Bagpipe	121	0	110
644	Shanai	121	0	112

SYNTH

No	Tone Name	MSB	LSB	PC
645	Dream Trance	87	2	96
646	Dream Saws	87	2	97
647	Dream Pulse	87	2	98
648	Trance Synth	87	2	99
649	Trancy	87	2	100
650	Trance Keys	87	2	101
651	Trance Saws	87	2	102
652	Auto Trance1	87	2	103
653	Super Saws 1	87	2	104
654	Analog Saws	87	2	105
655	Uni-G	87	2	106
656	Digitaless	87	2	107
657	Bustranza	87	2	108
658	Super Saws 2	87	2	110
659	Poly Synth 2	87	2	111
660	Poly Synth 3	87	2	112
661	Poly Synth 4	87	2	113
662	Poly Synth 5	87	2	114
663	Poly Synth 6	87	2	115
664	Poly Synth 7	87	2	116
665	Juno Saw Key	87	2	117
666	Saw Key 1	87	2	118
667	Saw Key 2	87	2	119
668	Waspy Synth	87	2	120
669	Juno SQR	87	2	121
670	Vintage Key	87	2	122
671	Ju-D Fifths	87	2	123
672	Reso Key 2	87	2	125
673	Fat Synth	87	2	126
674	DOC Stack	87	2	128
675	2 Saws	87	3	1
676	Hi Saw Band	87	3	2
677	Brite Synth	87	3	3
678	RAVtune	87	3	6
679	Saw Lead 1	87	1	127
680	Saw Lead 2	87	1	128
681	Saw Lead 3	87	2	1
682	Saw Lead 4	87	2	2
683	Saw Lead 5	87	2	3
684	Saw Lead 6	87	2	4
685	Saw Lead 7	87	2	5
686	Saw Lead 8	87	2	6
687	Saw Lead 9	87	2	7
688	Saw Lead 10	87	4	46
689	GR300 Lead 1	87	2	8
690	GR300 Lead 2	87	2	9
691	Classic GR	87	2	10
692	Bright GR	87	2	11
693	Fat GR Lead	87	2	12
694	MODified Ld	87	2	13
695	Syn Lead 1	87	2	14
696	Syn Lead 2	87	2	15
697	Syn Lead 3	87	2	16
698	Syn Lead 4	87	2	17
699	Syn Lead 5	87	2	18
700	Syn Lead 6	87	2	19
701	Syn Lead 7	87	2	20
702	Pro Fat Ld 1	87	2	21
703	Pro Fat Ld 2	87	2	27
704	JupiterLead1	87	2	22
705	JupiterLead2	87	2	23

No	Tone Name	MSB	LSB	PC
706	Porta Lead	87	2	24
707	Classic Lead	87	2	25
708	On Air	87	2	26
709	Wormy Lead	87	2	28
710	Waspy Lead	87	2	29
711	Brite ResoLd	87	2	30
712	Brass Lead	87	2	31
713	Legato Tkno	87	2	32
714	Follow Me	87	2	33
715	Octa Juice	87	2	34
716	Juicy Jupe	87	2	35
717	Octa Saw	87	2	36
718	Vintager 1	87	2	37
719	Vintager 2	87	2	38
720	Sync Lead	87	2	39
721	Octa Sync	87	2	40
722	Leading Sync	87	2	41
723	A Leader	87	2	42
724	Hot Coffee	87	2	43
725	Hot Sync	87	2	44
726	Synchro Lead	87	2	45
727	Space Solo	87	2	46
728	Squareheads	87	2	47
729	Mod Lead	87	2	48
730	Alpha Spit	87	2	49
731	Air Lead	87	2	50
732	Pulstar Lead	87	2	51
733	Therasaw	87	2	52
734	Warmy Lead	87	2	53
735	ResoSawLead	87	2	54
736	Soft Reso Ld	87	2	55
737	Reso Lead 1	87	2	56
738	Reso Lead 2	87	2	57
739	Reso Lead 3	87	2	58
740	Reso Lead 4	87	2	59
741	Reso Lead 5	87	2	60
742	Juicy Lead	87	2	61
743	DC Triangle	87	2	62
744	Soft Lead 1	87	2	63
745	Soft Lead 2	87	2	64
746	Soft Lead 3	87	2	65
747	Soft Lead 4	87	2	66
748	Soft Lead 5	87	2	67
749	Soft Lead 6	87	2	68
750	Soft Lead 7	87	2	69
751	Soft Lead 8	87	2	70
752	Soft Lead 9	87	2	71
753	Soft Lead 10	87	2	72
754	Tri Lead	87	2	73
755	Pulse Lead 1	87	2	74
756	Pulse Lead 2	87	2	75
757	Pulse Lead 3	87	4	42
758	Pulse Lead 4	87	4	43
759	Simple Tri	87	2	76
760	Simple Sine	87	2	77

No	Tone Name	MSB	LSB	PC
761	Whistle Ld 1	87	2	78
762	Whistle Ld 2	87	2	79
763	Square Pipe	87	2	80
764	CosmicDrops1	87	2	81
765	CosmicDrops2	87	3	117
766	Spooky Lead	87	2	82
767	Pure Lead	87	2	83
768	303 NRG	87	2	84
769	Round SQR	87	2	85
770	Brite SQR	87	2	86
771	Square SAW	87	2	87
772	Simple SQR	87	2	88
773	Sqr Lead	87	2	89
774	Atk Lead	87	2	90
775	Octa Square	87	2	91
776	CS Lead	87	2	92
777	Mini Growl	87	2	93
778	Hoover Again	87	2	94
779	Tranceformer	87	2	95
780	Analog Seq	87	3	7
781	Seq Pop	87	3	8
782	Periscope	87	3	9
783	Major 7	87	3	10
784	Pipe Key	87	3	19
785	Enigmatic	87	3	105
786	Planetz	87	3	106
787	Sci-Fi	87	3	108
788	ResoSweep Dn	87	3	109
789	Jet Noise	87	3	110
790	Brandish	87	3	111
791	909 Fx	87	3	112
792	Zap	87	3	113
793	PolySweep Nz	87	3	114
794	Passing By	87	3	115
795	Lazer Points	87	3	116
796	Crystal Fx	87	3	118
797	Crystal Ice	87	3	119
798	Mad Noise	87	3	120
799	Robot Sci-Fi	87	3	121
800	Computer 1	87	3	122
801	Computer 2	87	3	123
802	S&H Noise	87	3	124
803	S&H Ramp	87	3	125
804	S&H PWM	87	3	126
805	S&H Saw 1	87	3	127
806	S&H Saw 2	87	3	128
807	Ramp Lead 1	87	4	44
808	Ramp Lead 2	87	4	45
809	Sine Lead 1	87	4	47
810	Sine Lead 2	87	4	48
811	Mod Chord	87	4	50
812	Housechord	87	4	51
813	Juno-D Maj7	87	4	53
814	Sweet House	87	4	54
815	Detune Saws	87	4	55

No	Tone Name	MSB	LSB	PC
816	Electrostar	87	4	56
817	Dance Saws1	87	4	57
818	Resoform	87	4	58
819	Melodic Drum	87	4	59
820	Alpha Said	87	4	60
821	Shroomy	87	4	61
822	Detune Seq	87	4	62
823	LoFi Piano	87	4	63
824	FX Ramp	87	4	64
825	Scratch 2	87	4	68
826	AnalogDays 1	87	4	69
827	Dance Saws 2	87	4	70
828	Sync Key	87	4	71
829	Detune Ramp	87	4	72
830	Reso Saw	87	4	73
831	EuroExpress3	87	4	74
832	Sweep Saw	87	4	86
833	Pulsatron	87	4	96
834	Motion Bass	87	4	97
835	Trance Splt	87	4	98
836	Rhythmic 5th	87	4	99
837	Rhythmic 1	87	4	100
838	Rhythmic 2	87	4	101
839	Mega Sync 1	87	4	102
840	StrobeBell 3	87	4	103
841	Strobe 1	87	4	104
842	Strobe 2	87	4	105
843	Strobe 3	87	4	106
844	Strobe 4	87	4	107
845	LFO Saw	87	4	108
846	Keep Going	87	4	109
847	Keep Running	87	4	110
848	Electrons	87	4	111
849	BriskVortex	87	4	112
850	LFO Vox	87	4	113
851	Pulsasaw	87	4	114
852	Arposphere	87	4	115
853	Mega Sync 2	87	4	116
854	Compusonic 1	87	4	117
855	Compusonic 2	87	4	118
856	Compusonic 3	87	4	119
857	Compusonic 4	87	4	120
858	Compusonic 5	87	4	121
859	AnalogDays 2	87	4	122
860	Groove 007	87	4	123
861	Juno Pop	87	4	124
862	Auto Trance2	87	4	125
863	In Da Groove	87	4	126
864	80s Beat	87	4	127
865	Ride Cymbal	87	4	128
866	OrchestraHit	121	0	56
867	Bass Hit	121	1	56
868	6th Hit	121	2	56
869	Euro Hit	121	3	56
870	Square Wave	121	0	81

No	Tone Name	MSB	LSB	PC
871	MG Square	121	1	81
872	2600 Sine	121	2	81
873	Saw Wave	121	0	82
874	OB2 Saw	121	1	82
875	Doctor Solo	121	2	82
876	Natural Lead	121	3	82
877	SequencedSaw	121	4	82
878	Syn.Calliope	121	0	83
879	Chiffer Lead	121	0	84
880	Charang	121	0	85
881	Wire Lead	121	1	85
882	Solo Vox	121	0	86
883	5th Saw Wave	121	0	87
884	Bass & Lead	121	0	88
885	Delayed Lead	121	1	88
886	Goblin	121	0	102
887	Echo Drops	121	0	103
888	Echo Bell	121	1	103
889	Echo Pan	121	2	103
890	Star Theme	121	0	104
891	Castanets	121	1	116
892	Taiko	121	0	117
893	Concert BD	121	1	117
894	Melo. Tom 1	121	0	118
895	Melo. Tom 2	121	1	118
896	Synth Drum	121	0	119
897	808 Tom	121	1	119
898	Elec Perc	121	2	119
899	Reverse Cymb	121	0	120
900	Agogo	121	0	114
901	Woodblock	121	0	116
902	Gt FretNoise	121	0	121
903	Gt Cut Noise	121	1	121
904	String Slap	121	2	121
905	Breath Noise	121	0	122
906	Fl.Key Click	121	1	122
907	Seashore	121	0	123
908	Rain	121	1	123
909	Thunder	121	2	123
910	Wind	121	3	123
911	Stream	121	4	123
912	Bubble	121	5	123
913	Bird 1	121	0	124
914	Dog	121	1	124
915	Horse Gallop	121	2	124
916	Bird 2	121	3	124
917	Telephone 1	121	0	125
918	Telephone 2	121	1	125
919	DoorCreaking	121	2	125
920	Door	121	3	125
921	Scratch	121	4	125
922	Wind Chimes	121	5	125
923	Helicopter	121	0	126
924	Car Engine	121	1	126
925	Car Stop	121	2	126

No	Tone Name	MSB	LSB	PC
926	Car Pass	121	3	126
927	Car Crash	121	4	126
928	Siren	121	5	126
929	Train	121	6	126
930	Jetplane	121	7	126
931	Starship	121	8	126
932	Burst Noise	121	9	126
933	Applause	121	0	127
934	Laughing	121	1	127
935	Screaming	121	2	127
936	Punch	121	3	127
937	Heart Beat	121	4	127
938	Footsteps	121	5	127
939	Gun Shot	121	0	128
940	Machine Gun	121	1	128
941	Laser Gun	121	2	128
942	Explosion	121	3	128

*** 943–965 are rhythm sets. Refer to p. 19–p. 23 for details on the sounds in the rhythm sets.**

No	Tone Name	MSB	LSB	PC
943	Standard 1	86	0	1
944	Standard 2	86	0	2
945	Standard 3	86	0	3
946	Rock Kit	86	0	4
947	Jazz Kit	86	0	5
948	Brush Kit	86	0	6
949	Machine Kit	86	0	7
950	R&B T-Analog	86	0	8
951	R&B Mini Kit	86	0	9
952	HipHop Kit	86	0	10
953	R&B Kit	86	0	11
954	Dance Kit 1	86	0	12
955	Dance Kit 2	86	0	13
956	Dance Kit 3	86	0	14
957	GM2 STANDARD	120	0	1
958	GM2 ROOM	120	0	9
959	GM2 POWER	120	0	17
960	GM2 ELECTRIC	120	0	25
961	GM2 ANALOG	120	0	26
962	GM2 JAZZ	120	0	33
963	GM2 BRUSH	120	0	41
964	GM2 ORCHSTRA	120	0	49
965	GM2 SFX	120	0	57

Rhythm Set List

* [EXC] : Percussion sound of the same number will not be heard at the same time.

	Standard 1		Standard 2		Standard 3		Rock Kit		Jazz Kit	
	MSB:86/LSB:0/PC001		MSB:86/LSB:0/PC002		MSB:86/LSB:0/PC003		MSB:86/LSB:0/PC004		MSB:86/LSB:0/PC005	
22	MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1	
23	MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2	
C1 24	Concert SD		Concert SD		Concert SD		Concert SD		Concert SD	
25	Snare Roll		Snare Roll		Snare Roll		Snare Roll		Snare Roll	
26	Snap		Snap		Snap		Snap		Snap	
27	High Q		High Q		High Q		High Q		High Q	
28	Slap		Slap		Slap		Slap		Slap	
	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]
29 30	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]
31	Sticks		Sticks		Sticks		Sticks		Sticks	
32	Square Click		Square Click		Square Click		Square Click		Square Click	
33	Metron Click		Metron Click		Metron Click		Metron Click		Metron Click	
34	Metron Bell		Metron Bell		Metron Bell		Metron Bell		Metron Bell	
35	Kick Drum 2		Kick Drum 2		Kick Drum 2		Power Kick2		Jazz Kick 2	
C2 36	Kick Drum 1		Kick Drum 1		Kick Drum 1		Power Kick1		Jazz Kick 1	
37	Side Stick		Side Stick		Side Stick		Side Stick		Side Stick	
38	Reg.Snr 2		Snare 1		Snare 1		Power Snare1		Jazz Snare1	
39	Hand Clap		Hand Clap		Hand Clap		Hand Clap		Hand Clap	
40	Reg.Snr 1		Snare 2		Snare 2		Power Snare2		Jazz Snare2	
	Reg.F.Tom		Low Tom 2		Low Tom 2		Low Tom1		Low Tom 2	
41 42	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]
43	Reg.L.Tom		Low Tom 1		Low Tom 1		Low Tom2		Low Tom 1	
44	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]
45	Reg.M.Tom		Mid Tom 2		Mid Tom 2		Mid Tom1		Mid Tom 2	
46	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]
47	Reg.M.Tom		Mid Tom 1		Mid Tom 1		Mid Tom2		Mid Tom 1	
	Reg.H.Tom		High Tom 2		High Tom 2		High Tom1		High Tom 2	
C3 48 49	CrashCymbal1		CrashCymbal1		CrashCymbal1		CrashCymbal1		CrashCymbal1	
50	Reg.H.Tom		High Tom 1		High Tom 1		High Tom2		High Tom 1	
51	Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1	
52	China Cymbal		China Cymbal		China Cymbal		China Cymbal		China Cymbal	
53	Ride Bell		Ride Bell		Ride Bell		Ride Bell		Ride Bell	
54	Tambourine		Tambourine		Tambourine		Tambourine		Tambourine	
55	SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal	
56	Cowbell		Cowbell		Cowbell		Cowbell		Cowbell	
57	CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2	
58	Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap	
59	Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2	
C4 60	High Bongo		High Bongo		High Bongo		High Bongo		High Bongo	
61	Low Bongo		Low Bongo		Low Bongo		Low Bongo		Low Bongo	
62	MuteHi Conga		MuteHi Conga		MuteHi Conga		MuteHi Conga		MuteHi Conga	
63	OpenHi Conga		OpenHi Conga		OpenHi Conga		OpenHi Conga		OpenHi Conga	
64	Low Conga		Low Conga		Low Conga		Low Conga		Low Conga	
65	High Timbale		High Timbale		High Timbale		High Timbale		High Timbale	
66	Low Timbale		Low Timbale		Low Timbale		Low Timbale		Low Timbale	
67	High Agogo		High Agogo		High Agogo		High Agogo		High Agogo	
68	Low Agogo		Low Agogo		Low Agogo		Low Agogo		Low Agogo	
69	Cabasa		Cabasa		Cabasa		Cabasa		Cabasa	
70	Maracas		Maracas		Maracas		Maracas		Maracas	
71	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]
	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]
C5 72 73	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]
74	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]
75	Claves		Claves		Claves		Claves		Claves	
76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock	
	LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock	
77 78	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]
79	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]
80	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]
81	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]
82	Shaker		Shaker		Shaker		Shaker		Shaker	
83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6 84	Bell Tree		Bell Tree		Bell Tree		Bell Tree		Bell Tree	
85	Castanets		Castanets		Castanets		Castanets		Castanets	
86	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]
87	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]
88	Applause		Applause		Applause		Applause		Applause	
89	SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1	
90	SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2	
91	Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1	
92	Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2	
93	Scratch1		Scratch1		Scratch1		Scratch1		Scratch1	
94	Scratch2		Scratch2		Scratch2		Scratch2		Scratch2	
95	Scratch3		Scratch3		Scratch3		Scratch3		Scratch3	
C7 96	Hit1		Hit1		Hit1		Hit1		Hit1	
97	Hit2		Hit2		Hit2		Hit2		Hit2	
98	Hit3		Hit3		Hit3		Hit3		Hit3	
99	Hit4		Hit4		Hit4		Hit4		Hit4	
100	Hit5		Hit5		Hit5		Hit5		Hit5	
101	Low Tom1		Low Tom1		Low Tom1		Low Tom1		Low Tom1	
102	Low Tom2		Low Tom2		Low Tom2		Low Tom2		Low Tom2	
103	Cajon1		Cajon1		Cajon1		Cajon1		Cajon1	
104	Cajon2		Cajon2		Cajon2		Cajon2		Cajon2	
105	Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz	
106	Sweep Down		Sweep Down		Sweep Down		Sweep Down		Sweep Down	
107	Laser		Laser		Laser		Laser		Laser	
C8 108	Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz	

Rhythm Set List

* [EXC] : Percussion sound of the same number will not be heard at the same time.

		Brush Kit MSB:086/LSB:0/PC:006		Machine Kit MSB:086/LSB:0/PC:007		R&B T-Analog MSB:086/LSB:0/PC:008		R&B Mini Kit MSB:086/LSB:0/PC:009		HipHop Kit MSB:086/LSB:0/PC:010	
	22	MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1	
	23	MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2	
C1	24	Concert SD		Concert SD		Concert SD		Concert SD		Concert SD	
	25	Snare Roll		Snare Roll		Snare Roll		Snare Roll		Snare Roll	
	26	Snap		Snap		Snap		Snap		Snap	
	27	High Q		High Q		High Q		High Q		High Q	
	28	Slap		Slap		Slap		Slap		Mix Kick1	
	29	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Analog Kick1	
	30	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Mix Snare4	
	31	Sticks		Sticks		Sticks		Sticks		Analog Kick2	
	32	Square Click		Square Click		Square Click		Square Click		Mix Snare3	
	33	Metron Click		Metron Click		Metron Click		Metron Click		Mix Kick2	
	34	Metron Bell		Metron Bell		Metron Bell		Metron Bell		HH Shaker	[EXC 1]
	35	Jazz Kick 2		Ana.Kick 1		Ana.Kick 1		Kick 2		Mix Kick4	
C2	36	Jazz Kick 1		Ana.Kick 2		Ana.Kick 2		Kick 1		Mix Kick3	
	37	Side Stick		Ana.Rim Shot		Ana.Rim Shot		Side Stick		TR808 Rim	
	38	Brush Tap		Ana.Snare		Ana.Snare		Snare 1		Mix Snare1	
	39	Brush Slap		Hand Clap		Hand Clap		Hand Clap		TR808 Clap	
	40	Brush Swirl		Elec.Snare		Elec.Snare		Snare 2		Mix Snare2	
	41	Low Tom 2		Ana.Low Tom2		Ana.Low Tom2		Reg.F.Tom		Tom1	
	42	ClosedHi-hat	[EXC 1]	Ana.Cl HH 1	[EXC 1]	Ana.Cl HH 1	[EXC 1]	ClosedHi-hat	[EXC 1]	TR808 ClHH	[EXC 1]
	43	Low Tom 1		Ana.Low Tom1		Ana.Low Tom1		Reg.L.Tom		Tom2	
	44	Pedal Hi-hat	[EXC 1]	Ana.Cl HH 2	[EXC 1]	Ana.Cl HH 2	[EXC 1]	Pedal Hi-hat	[EXC 1]	Noise ClHH	[EXC 1]
	45	Mid Tom 2		Ana.Mid Tom2		Ana.Mid Tom2		Reg.M.Tom		Tom3	
	46	Open Hi-hat	[EXC 1]	Ana.Open HH	[EXC 1]	Ana.Open HH	[EXC 1]	Open Hi-hat	[EXC 1]	TR808 OpHH	[EXC 1]
	47	Mid Tom 1		Ana.Mid Tom1		Ana.Mid Tom1		Reg.M.Tom		Tom4	
C3	48	High Tom 2		Ana.Hi Tom2		Ana.Hi Tom2		Reg.H.Tom		Tom5	
	49	CrashCymbal1		Ride Cymbal1		Ride Cymbal1		CrashCymbal1		TR909 Cym	
	50	High Tom 1		Ana.Hi Tom1		Ana.Hi Tom1		Reg.H.Tom		Tom6	
	51	Ride Cymbal1		Ana.Cymbal		Ana.Cymbal		Ride Cymbal1		TR808 Cym	
	52	China Cymbal		China Cymbal		China Cymbal		China Cymbal		China Cymbal	
	53	Ride Bell		Ride Bell		Ride Bell		Ride Bell		Rock Rd Edge	
	54	Tambourine		Tambourine		Tambourine		Tambourine		Mix Perc	
	55	SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal		Mix Crash1	
	56	Cowbell		Ana.Cowbell		Ana.Cowbell		Cowbell		Ana.Cowbell	
	57	CrashCymbal2		CrashCymbal		CrashCymbal		CrashCymbal2		Mix Crash2	
	58	Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap		Roll FX	
	59	Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cym	
C4	60	High Bongo		High Bongo		High Bongo		High Bongo		High Bongo	
	61	Low Bongo		Low Bongo		Low Bongo		Low Bongo		Low Bongo	
	62	MuteHi Conga		Ana.Hi Conga		Ana.Hi Conga		MuteHi Conga		MuteHi Conga	
	63	OpenHi Conga		Ana.MidConga		Ana.MidConga		OpenHi Conga		OpenHi Conga	
	64	Low Conga		Ana.LowConga		Ana.LowConga		Low Conga		Low Conga	
	65	High Timbale		High Timbale		High Timbale		High Timbale		High Timbale	
	66	Low Timbale		Low Timbale		Low Timbale		Low Timbale		Low Timbale	
	67	High Agogo		High Agogo		High Agogo		High Agogo		High Agogo	
	68	Low Agogo		Low Agogo		Low Agogo		Low Agogo		Low Agogo	
	69	Cabasa		Cabasa		Cabasa		Cabasa		Cabasa	
	70	Maracas		Ana.Maracas		Ana.Maracas		Maracas		Maracas	
	71	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]
C5	72	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]
	73	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]
	74	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]
	75	Claves		Ana.Claves		Ana.Claves		Claves		Claves	
	76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock	
	77	LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock	
	78	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]
	79	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]
	80	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]
	81	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]
	82	Shaker		Shaker		Shaker		Shaker		Shaker	
	83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6	84	Bell Tree		Bell Tree		Bell Tree		Bell Tree		Bell Tree	
	85	Castanets		Castanets		Castanets		Castanets		Castanets	
	86	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]
	87	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]
	88	Applause		Applause		Applause		Applause		Applause	
	89	SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1	
	90	SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2	
	91	Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1	
	92	Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2	
	93	Scratch1		Scratch1		Scratch1		Scratch1		Scratch1	
	94	Scratch2		Scratch2		Scratch2		Scratch2		Scratch2	
	95	Scratch3		Scratch3		Scratch3		Scratch3		Scratch3	
C7	96	Hit1		Hit1		Hit1		Hit1		Hit1	
	97	Hit2		Hit2		Hit2		Hit2		Hit2	
	98	Hit3		Hit3		Hit3		Hit3		Hit3	
	99	Hit4		Hit4		Hit4		Hit4		Hit4	
	100	Hit5		Hit5		Hit5		Hit5		Hit5	
	101	Low Tom1		Low Tom1		Low Tom1		Low Tom1		Low Tom1	
	102	Low Tom2		Low Tom2		Low Tom2		Low Tom2		Low Tom2	
	103	Cajon1		Cajon1		Cajon1		Cajon1		Cajon1	
	104	Cajon2		Cajon2		Cajon2		Cajon2		Cajon2	
	105	Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz	
	106	Sweep Down		Sweep Down		Sweep Down		Sweep Down		Sweep Down	
	107	Laser		Laser		Laser		Laser		Laser	
C8	108	Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz	

* [EXC] : Percussion sound of the same number will not be heard at the same time.

		R&B Kit MSB:086/LSB:0/PC:011		Dance Kit 1 MSB:086/LSB:0/PC:012		Dance Kit 2 MSB:086/LSB:0/PC:013		Dance Kit 3 MSB:086/LSB:0/PC:014	
	22	MC500 Beep1		MC500 Beep1		MC500 Beep1		MC500 Beep1	
	23	MC500 Beep2		MC500 Beep2		MC500 Beep2		MC500 Beep2	
C1	24	Concert SD		Concert SD		Concert SD		Concert SD	
	25	Snare Roll		Snare Roll		Snare Roll		Snare Roll	
	26	Snap		Snap		Snap		Snap	
	27	High Q		High Q		High Q		High Q	
	28	TR808 Kick		TR909 Kick		SH32 Kick1		TR808 Kick	
	29	HH Kick		SH32 Kick1		TR909 Kick1		Mix Kick1	
	30	Mix Snare2		AnalogSnare		AnalogSnare1		TR909 Snare1	
	31	Mix Kick4		Analog Kick		Analog Kick1		Mix Kick2	
	32	Short Snare2		TR808 Snare		TR808 Snare		TR909 Snare2	
	33	Mix Kick3		SH32 Kick2		SH32 Kick2		Mix Kick3	
	34	TR808 CI HH	[EXC 1]	Syn ClHH1	[EXC 1]	Pedal Hihat	[EXC 1]	Thin ClHH	[EXC 1]
	35	Mix Kick1		Mix Kick2		TR909 Kick2		TR909 Kick	
C2	36	Mix Kick2		Mix Kick1		Analog Kick2		Analog Kick	
	37	Soft Stick		Mix Rim		Synth Rim		Mix Rim	
	38	Short Snare1		Mix Snare1		DistNz Snare		Mix Snare2	
	39	Hand Clap		TR808 Clap		TR808 Clap		Mix Clap	
	40	Mix Snare1		Mix Snare2		DistNz Snare		Mix Snare1	
	41	TR808 Tom1		Mix Tom1		Deep Tom1		Mix Tom1	
	42	CI Hihat1	[EXC 1]	Mix ClHH1	[EXC 1]	Syn ClHH1	[EXC 1]	Mix ClHH1	[EXC 1]
	43	TR808 Tom2		Mix Tom2		Deep Tom2		Mix Tom2	
	44	CI Hihat2	[EXC 1]	Mix ClHH2	[EXC 1]	Syn ClHH2	[EXC 1]	Mix ClHH2	[EXC 1]
	45	TR808 Tom3		Mix Tom3		Deep Tom3		Mix Tom3	
	46	Op Hihat	[EXC 1]	Op Hihat	[EXC 1]	Syn OpHH	[EXC 1]	Op Hihat	[EXC 1]
	47	TR808 Tom4		Mix Tom4		Deep Tom4		Mix Tom4	
C3	48	TR808 Tom5		Mix Tom5		Deep Tom5		Mix Tom5	
	49	TR909 Cym		Mix Crash		TR808 OpHH		Mix Crash	
	50	TR808 Tom6		Mix Tom6		Deep Tom6		Mix Tom6	
	51	TR808 Cym		Rock Rd Edge		Wide Syn Cym		Rock Rd Edge	
	52	China Cymbal		China Cymbal		TR808 Cym1		China Cymbal	
	53	Rock Rd Edge		Ride Cymbal		Ride Cym1		Ride Cymbal	
	54	Mix Hat		Tambourine		Castanet		Tambourine	
	55	Mix Crash1		Syn Splash		TR808 Cym2		Splash Cym	
	56	Ana.Cowbell		Cowbell		TR808Cowbell		Cowbell	
	57	Mix Crash2		Concert Cym		Ride Cym2		Concert Cym	
	58	Vibra-slap		Vibraslap		Syn Cowbell		Vibraslap	
	59	Ride Cym		TR808 Cym		Ride Cym3		Syn China	
C4	60	High Bongo		High Bongo		High Bongo		High Bongo	
	61	Low Bongo		Low Bongo		Low Bongo		Low Bongo	
	62	MuteHi Conga		MuteHi Conga		MuteHi Conga		MuteHi Conga	
	63	OpenHi Conga		OpenHi Conga		OpenHi Conga		OpenHi Conga	
	64	Low Conga		Low Conga		Low Conga		Low Conga	
	65	High Timbale		High Timbale		High Timbale		High Timbale	
	66	Low Timbale		Low Timbale		Low Timbale		Low Timbale	
	67	High Agogo		High Agogo		High Agogo		High Agogo	
	68	Low Agogo		Low Agogo		Low Agogo		Low Agogo	
	69	Cabasa		Cabasa		Cabasa		Cabasa	
	70	Maracas		Maracas		Maracas		Maracas	
	71	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]
C5	72	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]
	73	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]
	74	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]
	75	Claves		Claves		Claves		Claves	
	76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock	
	77	LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock	
	78	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]
	79	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]
	80	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]
	81	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]
	82	Shaker		Shaker		Shaker		Shaker	
	83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6	84	Bell Tree		Bell Tree		Bell Tree		Bell Tree	
	85	Castanets		Castanets		Castanets		Castanets	
	86	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]
	87	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]
	88	Applause		Applause		Applause		Applause	
	89	SnareGhost1		SnareGhost1		SnareGhost1		SnareGhost1	
	90	SnareGhost2		SnareGhost2		SnareGhost2		SnareGhost2	
	91	Hand Clap1		Hand Clap1		Hand Clap1		Hand Clap1	
	92	Hand Clap2		Hand Clap2		Hand Clap2		Hand Clap2	
	93	Scratch1		Scratch1		Scratch1		Scratch1	
	94	Scratch2		Scratch2		Scratch2		Scratch2	
	95	Scratch3		Scratch3		Scratch3		Scratch3	
C7	96	Hit1		Hit1		Hit1		Hit1	
	97	Hit2		Hit2		Hit2		Hit2	
	98	Hit3		Hit3		Hit3		Hit3	
	99	Hit4		Hit4		Hit4		Hit4	
	100	Hit5		Hit5		Hit5		Hit5	
	101	Low Tom1		Low Tom1		Low Tom1		Low Tom1	
	102	Low Tom2		Low Tom2		Low Tom2		Low Tom2	
	103	Cajon1		Cajon1		Cajon1		Cajon1	
	104	Cajon2		Cajon2		Cajon2		Cajon2	
	105	Syn Burst Nz		Syn Burst Nz		Syn Burst Nz		Syn Burst Nz	
	106	Sweep Down		Sweep Down		Sweep Down		Sweep Down	
	107	Laser		Laser		Laser		Laser	
C8	108	Syn Back Nz		Syn Back Nz		Syn Back Nz		Syn Back Nz	

Rhythm Set List

* [EXC] : Percussion sound of the same number will not be heard at the same time.

		GM2 STANDARD MSB:120/LSB:0/PC:001		GM2 ROOM MSB:120/LSB:0/PC:009		GM2 POWER MSB:120/LSB:0/PC:017		GM2 ELECTRIC MSB:120/LSB:0/PC:025		GM2 ANALOG MSB:120/LSB:0/PC:026	
	27	High Q		High Q		High Q		High Q		High Q	
	28	Slap		Slap		Slap		Slap		Slap	
	29	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]	Scratch Push	[EXC 7]
	30	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]	Scratch Pull	[EXC 7]
	31	Sticks		Sticks		Sticks		Sticks		Sticks	
	32	Square Click		Square Click		Square Click		Square Click		Square Click	
	33	Metron Click		Metron Click		Metron Click		Metron Click		Metron Click	
	34	Metron Bell		Metron Bell		Metron Bell		Metron Bell		Metron Bell	
	35	Kick Drum 2		Kick Drum 2		Kick Drum 2		Kick Drum 2		Kick Drum 2	
C2	36	Kick Drum 1		Kick Drum 1		Power Kick		Elec.Kick		Ana.Kick	
	37	Side Stick		Side Stick		Side Stick		Side Stick		Ana.Rim Sho	
	38	Aco.Snare		Aco.Snare		PowerSnare		E.SnareDrum1		Ana.Snare	
	39	Hand Clap		Hand Clap		Hand Clap		Hand Clap		Hand Clap	
	40	Elec.Snare		Elec.Snare		Elec.Snare		E.SnareDrum2		Elec.Snare	
	41	Low Tom 2		Room LowTom2		PowerLowTom2		E.Low Tom 2		Ana.Low Tom2	
	42	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	ClosedHi-hat	[EXC 1]	Ana.ClosedHH	[EXC 1]
	43	Low Tom 1		Room LowTom1		PowerLowTom1		E.Low Tom 1		Ana.Low Tom1	
	44	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Pedal Hi-hat	[EXC 1]	Ana.ClosedHH	[EXC 1]
	45	Mid Tom 2		Room MidTom2		PowerMidTom2		E.Mid Tom 2		Ana.Mid Tom2	
	46	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Open Hi-hat	[EXC 1]	Ana.Open HH	[EXC 1]
	47	Mid Tom 1		Room MidTom1		PowerMidTom1		E.Mid Tom 1		Ana.Mid Tom1	
C3	48	High Tom 2		Room Hi Tom2		Power HiTom2		E.Hi Tom 2		Ana.Hi Tom2	
	49	CrashCymbal1		CrashCymbal1		CrashCymbal1		CrashCymbal1		Ana.Cymbal	
	50	High Tom 1		Room Hi Tom1		Power HiTom1		E.Hi Tom 1		Ana.Hi Tom1	
	51	Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1		Ride Cymbal1	
	52	China Cymbal		China Cymbal		China Cymbal		Reverse Cym.		China Cymbal	
	53	Ride Bell		Ride Bell		Ride Bell		Ride Bell		Ride Bell	
	54	Tambourine		Tambourine		Tambourine		Tambourine		Tambourine	
	55	SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal		SplashCymbal	
	56	Cowbell		Cowbell		Cowbell		Cowbell		Ana.Cowbell	
	57	CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2		CrashCymbal2	
	58	Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap		Vibra-slap	
	59	Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2		Ride Cymbal2	
C4	60	High Bongo		High Bongo		High Bongo		High Bongo		High Bongo	
	61	Low Bongo		Low Bongo		Low Bongo		Low Bongo		Low Bongo	
	62	MuteHi Conga		MuteHi Conga		MuteHi Conga		MuteHi Conga		Ana.Hi Conga	
	63	OpenHi Conga		OpenHi Conga		OpenHi Conga		OpenHi Conga		Ana.MidConga	
	64	Low Conga		Low Conga		Low Conga		Low Conga		Ana.LowConga	
	65	High Timbale		High Timbale		High Timbale		High Timbale		High Timbale	
	66	Low Timbale		Low Timbale		Low Timbale		Low Timbale		Low Timbale	
	67	High Agogo		High Agogo		High Agogo		High Agogo		High Agogo	
	68	Low Agogo		Low Agogo		Low Agogo		Low Agogo		Low Agogo	
	69	Cabasa		Cabasa		Cabasa		Cabasa		Cabasa	
	70	Maracas		Maracas		Maracas		Maracas		Ana.Maracas	
	71	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]	ShortWhistle	[EXC 2]
C5	72	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]	Long Whistle	[EXC 2]
	73	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]	Short Guiro	[EXC 3]
	74	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]	Long Guiro	[EXC 3]
	75	Claves		Claves		Claves		Claves		Ana.Claves	
	76	Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock		Hi WoodBlock	
	77	LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock		LowWoodBlock	
	78	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]	Mute Cuica	[EXC 4]
	79	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]	Open Cuica	[EXC 4]
	80	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]	MuteTriangle	[EXC 5]
	81	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]	OpenTriangle	[EXC 5]
	82	Shaker		Shaker		Shaker		Shaker		Shaker	
	83	Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell		Jingle Bell	
C6	84	Bell Tree		Bell Tree		Bell Tree		Bell Tree		Bell Tree	
	85	Castanets		Castanets		Castanets		Castanets		Castanets	
	86	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]	Mute Surdo	[EXC 6]
	87	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]	Open Surdo	[EXC 6]
	88	–		–		–		–		–	

* [EXC] : Percussion sound of the same number will not be heard at the same time.

		GM2 JAZZ MSB:120/LSB:0/PC:033	GM2 BRUSH MSB:120/LSB:0/PC:041	GM2 ORCHSTRA MSB:120/LSB:0/PC:049	GM2 SFX MSB:120/LSB:0/PC:057
	27	High Q	High Q	ClosedHi-hat [EXC 1]	–
	28	Slap	Slap	Pedal Hi-hat [EXC 1]	–
	29	Scratch Push [EXC 7]	Scratch Push [EXC 7]	Open Hi-hat [EXC 1]	–
	30	Scratch Pull [EXC 7]	Scratch Pull [EXC 7]	Ride Cymbal1	–
	31	Sticks	Sticks	Sticks	–
	32	Square Click	Square Click	Square Click	–
	33	Metron Click	Metron Click	Metron Click	–
	34	Metron Bell	Metron Bell	Metron Bell	–
	35	Jazz Kick 2	Jazz Kick 2	Concert BD 2	–
C2	36	Jazz Kick 1	Jazz Kick 1	Concert BD 1	–
	37	Side Stick	Side Stick	Side Stick	–
	38	Aco.Snare	Brush Tap	Concert SD	–
	39	Hand Clap	Brush Slap	Castanets	High Q
	40	Elec.Snare	Brush Swirl	Concert SD	Slap
	41	Low Tom 2	Low Tom 2	Timpani F	Scratch Push [EXC 7]
	42	ClosedHi-hat [EXC 1]	ClosedHi-hat [EXC 1]	Timpani F#	Scratch Pull [EXC 7]
	43	Low Tom 1	Low Tom 1	Timpani G	Sticks
	44	Pedal Hi-hat [EXC 1]	Pedal Hi-hat [EXC 1]	Timpani G#	Square Click
	45	Mid Tom 2	Mid Tom 2	Timpani A	Metron Click
	46	Open Hi-hat [EXC 1]	Open Hi-hat [EXC 1]	Timpani A#	Metron Bell
	47	Mid Tom 1	Mid Tom 1	Timpani B	GtFret Noise
C3	48	High Tom 2	High Tom 2	Timpani c	Cut Noise Up
	49	CrashCymbal1	CrashCymbal1	Timpani c#	Cut Noise Dw
	50	High Tom 1	High Tom 1	Timpani d	Slap St.Bass
	51	Ride Cymbal1	Ride Cymbal1	Timpani d#	Fl.Key Click
	52	China Cymbal	China Cymbal	Timpani e	Laughing
	53	Ride Bell	Ride Bell	Timpani f	Scream
	54	Tambourine	Tambourine	Tambourine	Punch
	55	SplashCymbal	SplashCymbal	SplashCymbal	Heart Beat
	56	Cowbell	Cowbell	Cowbell	Footsteps 1
	57	CrashCymbal2	CrashCymbal2	Concert Cym2	Footsteps 2
	58	Vibra-slap	Vibra-slap	Vibra-slap	Applause
	59	Ride Cymbal2	Ride Cymbal2	Concert Cym1	Door Creak
C4	60	High Bongo	High Bongo	High Bongo	Door
	61	Low Bongo	Low Bongo	Low Bongo	Scratch
	62	MuteHi Conga	MuteHi Conga	MuteHi Conga	Wind Chimes
	63	OpenHi Conga	OpenHi Conga	OpenHi Conga	Car Engine
	64	Low Conga	Low Conga	Low Conga	Car Stop
	65	High Timbale	High Timbale	High Timbale	Car Pass
	66	Low Timbale	Low Timbale	Low Timbale	Car Crash
	67	High Agogo	High Agogo	High Agogo	Siren
	68	Low Agogo	Low Agogo	Low Agogo	Train
	69	Cabasa	Cabasa	Cabasa	Jetplane
	70	Maracas	Maracas	Maracas	Helicopter
	71	ShortWhistle [EXC 2]	ShortWhistle [EXC 2]	ShortWhistle [EXC 2]	Starship
C5	72	Long Whistle [EXC 2]	Long Whistle [EXC 2]	Long Whistle [EXC 2]	Gun Shot
	73	Short Guiro [EXC 3]	Short Guiro [EXC 3]	Short Guiro [EXC 3]	Machine Gun
	74	Long Guiro [EXC 3]	Long Guiro [EXC 3]	Long Guiro [EXC 3]	Lasergun
	75	Claves	Claves	Claves	Explosion
	76	Hi WoodBlock	Hi WoodBlock	Hi WoodBlock	Dog
	77	LowWoodBlock	LowWoodBlock	LowWoodBlock	Horse Gallop
	78	Mute Cuica [EXC 4]	Mute Cuica [EXC 4]	Mute Cuica [EXC 4]	Birds
	79	Open Cuica [EXC 4]	Open Cuica [EXC 4]	Open Cuica [EXC 4]	Rain
	80	MuteTriangle [EXC 5]	MuteTriangle [EXC 5]	MuteTriangle [EXC 5]	Thunder
	81	OpenTriangle [EXC 5]	OpenTriangle [EXC 5]	OpenTriangle [EXC 5]	Wind
	82	Shaker	Shaker	Shaker	Seashore
	83	Jingle Bell	Jingle Bell	Jingle Bell	Stream
C6	84	Bell Tree	Bell Tree	Bell Tree	Bubble
	85	Castanets	Castanets	Castanets	–
	86	Mute Surdo [EXC 6]	Mute Surdo [EXC 6]	Mute Surdo [EXC 6]	–
	87	Open Surdo [EXC 6]	Open Surdo [EXC 6]	Open Surdo [EXC 6]	–
	88	–	–	Applause	–

Rhythm Pattern List

No	Pattern Name	Drum Set
000	Metronome	Standard 1
001	8-Beat Pop1	Standard 1
002	8-Beat Pop2	Jazz Kit
003	8-Beat Pop3	Standard 1
004	8-Beat Pop4	Standard 1
005	8-Beat Pop5	Standard 1
006	16-Beat Pop1	Standard 2
007	16-Beat Pop2	Standard 2
008	16-Beat Pop3	Standard 2
009	16-Beat Funk	Standard 2
010	16Bt Fusion1	Standard 2
011	16Bt Fusion2	Standard 2
012	8-Beat Rock1	Standard 2
013	8-Beat Rock2	Standard 2
014	16Beat Rock1	Standard 2
015	16Beat Rock2	Standard 2
016	Pop Ballad	Standard 2
017	Ballad 1	Machine Kit
018	Ballad 2	Machine Kit
019	Ballad 3	Machine Kit
020	Piano R&B 1	Jazz Kit
021	Piano R&B 2	Standard 3
022	Pop 1-1	Standard 1
023	Pop 1-2	Standard 1
024	Pop 1-3	Standard 1
025	Pop 1-4	Standard 1
026	Pop 2-1	Standard 1
027	Pop 2-2	Standard 1
028	Pop 2-3	Standard 1
029	Pop 2-4	Standard 1
030	Pop 2-5	Standard 1
031	Pop 3-1	Standard 1
032	Pop 3-2	Standard 1
033	Pop 3-3	Standard 1
034	Pop 3-4	Standard 1
035	Pop 4-1	Standard 1
036	Pop 4-2	Standard 1
037	Pop 5-1	Standard 1
038	Pop 5-2	Standard 1
039	Pop 5-3	Standard 1
040	Pop 5-4	Standard 1
041	Pop 5-5	Standard 1
042	Pop 6-1	Standard 1
043	Pop 6-2	Standard 1
044	Pop 7-1	Standard 1
045	Pop 7-2	Standard 1
046	Pop 7-3	Standard 1
047	Pop 7-4	Standard 1
048	West Coast	Standard 2
049	Big Beat 1	Standard 2
050	Big Beat 2	Standard 2
051	Big Beat 3	Standard 2
052	Funk 1	Standard 3
053	Funk 2	Standard 3
054	Funk 3	Standard 3

No	Pattern Name	Drum Set
055	Pop Funk 1	Standard 3
056	Pop Funk 2	Standard 3
057	Pop Funk 3	Standard 3
058	R&B 1	R&B Mini Kit
059	R&B 2	R&B Mini Kit
060	R&B 3	R&B Mini Kit
061	R&B 4	R&B Mini Kit
062	R&B 5	R&B Mini Kit
063	R&B 6	R&B Mini Kit
064	R&B 7	R&B Mini Kit
065	R&B 8	R&B Mini Kit
066	R&B 9	R&B Mini Kit
067	R&B 10	R&B Mini Kit
068	R&B 11	R&B Mini Kit
069	R&B 12	R&B Mini Kit
070	R&B 13	R&B Mini Kit
071	R&B 14	R&B Mini Kit
072	R&B 15	R&B Mini Kit
073	R&B 16	R&B Mini Kit
074	R&B 17	R&B Mini Kit
075	R&B 18	R&B Mini Kit
076	R&B Pop 1	Standard 2
077	R&B Pop 2	Standard 2
078	R&B Pop 3	Standard 2
079	R&B Pop 4	Standard 2
080	R&B Pop 5	Standard 2
081	R&B Pop 6	Standard 2
082	Rockaballad	Standard 3
083	Shuffle 1	Standard 3
084	Shuffle 2	Standard 3
085	ShufflePop1	Standard 2
086	ShufflePop2	Standard 2
087	ShufflePop3	Standard 2
088	ShufflePop4	Standard 2
089	ShufflePop5	Standard 2
090	Slow Beat	Standard 2
091	StraightRock	Standard 1
092	Back Beat 1	Jazz Kit
093	Back Beat 2	R&B Mini Kit
094	Back Beat 3	R&B Mini Kit
095	Back Beat 4	R&B Mini Kit
096	Back Beat 5	R&B Mini Kit
097	Back Beat 6	R&B Mini Kit
098	Back Beat 7	R&B Mini Kit
099	Back Beat 8	R&B Mini Kit
100	Back Beat 9	R&B Mini Kit
101	Back Beat10	R&B Mini Kit
102	Jazz 1	Jazz Kit
103	Jazz 2	Jazz Kit
104	Jazz 3	Jazz Kit
105	Jazz 4	Jazz Kit
106	Jazz 5	Jazz Kit
107	Swing 1	Jazz Kit
108	Swing 2	Jazz Kit
109	Swing 3	Jazz Kit

No	Pattern Name	Drum Set
110	Swing 4	Jazz Kit
111	Combo	Jazz Kit
112	Free Jazz	Jazz Kit
113	Acid Jazz	R&B Kit
114	Motown	Standard 3
115	Gospel 1	Standard 3
116	Gospel 2	Standard 3
117	Blues 1	Standard 1
118	Blues 2	Standard 1
119	Power Fusion	Standard 1
120	PowerfulRock	Standard 1
121	Progressive	Standard 1
122	Rock 1	Standard 1
123	Rock 2	Standard 1
124	Rock 3	Standard 1
125	Rock 4	Standard 1
126	Rock 5	Standard 1
127	Rock 6	Standard 1
128	Rock 7	Standard 1
129	Rock 8	Standard 1
130	Rock 9	Standard 1
131	Rock 10	Standard 1
132	Rock 11	Standard 1
133	Rock 12	Standard 1
134	Rock 13	Standard 1
135	Rock 14	Standard 1
136	Rock 15	Standard 1
137	Rock 16	Standard 1
138	Rock 17	Standard 1
139	Rock 18	Standard 1
140	Rock 19	Standard 1
141	Rock 20	Standard 1
142	Rock 21	Standard 1
143	Rock 22	Standard 1
144	Rock 23	Standard 1
145	Rock 24	Standard 1
146	Rock 25	Standard 1
147	Rock 26	Standard 1
148	Rock 27	Standard 1
149	Rock 28	Standard 1
150	Rock 29	Standard 1
151	Latin Dance	Standard 1
152	Latin Pop 1	Standard 3
153	Latin Pop 2	Standard 3
154	Latin Pop 3	Standard 3
155	Latin Pop 4	Standard 3
156	Latin Pop 5	Standard 3
157	Latin Pop 6	Standard 3
158	Salsa 1	Standard 3
159	Salsa 2	Standard 3
160	Samba	Standard 3
161	Reggae	Standard 2
162	Fast Bossa	Standard 3
163	BossaNova 1	Standard 2
164	BossaNova 2	Standard 2

No	Pattern Name	Drum Set
165	Mambo	Standard 3
166	ElecDance 1	Machine Kit
167	ElecDance 2	Machine Kit
168	ElecDance 3	Dance Kit 1
169	ElecDance 4	Dance Kit 1
170	ElecDance 5	Machine Kit
171	ElecDance 6	Machine Kit
172	ElecDance 7	Machine Kit
173	ElecDance 8	Machine Kit
174	Dance	HipHop Kit
175	Rap 1	Dance Kit 3
176	Rap 2	Dance Kit 3
177	Hip Hop 1	Machine Kit
178	Hip Hop 2	Machine Kit
179	Hip Hop 3	Machine Kit
180	Hip Hop 4	Machine Kit
181	Hip Hop 5	Machine Kit
182	Techno	Machine Kit
183	Polka 1	Standard 3
184	Polka 2	Standard 3
185	Simple Waltz	Jazz Kit
186	Pop Waltz 1	Jazz Kit
187	Pop Waltz 2	Jazz Kit
188	Pop Waltz 3	Jazz Kit
189	Pop Waltz 4	Jazz Kit
190	Metro (2/4)	Standard 1
191	Metro (3/4)	Standard 1
192	Metro (4/4)	Standard 1
193	Metro (5/4)	Standard 1
194	Metro (6/4)	Standard 1
195	Metro (7/4)	Standard 1
196	Metro (5/8)	Standard 1
197	Metro (6/8)	Standard 1
198	Metro (7/8)	Standard 1
199	Metro (9/8)	Standard 1
200	Metro (12/8)	Standard 1

Effect/Parameter List

Multi-Effects Parameter

00: THRU

01: EQUALIZER

This is a four-band stereo equalizer (low, mid x 2, high).

	Assignable Parameters
MFX Control	Low Gain, High Gain, Level

Parameter	Value	Description
Low Freq	200, 400 Hz	Frequency of the low range
Low Gain	-15–+15 dB	Gain of the low range
Mid1 Freq	200–8000 Hz	Frequency of the middle range 1
Mid1 Gain	-15–+15 dB	Gain of the middle range 1
Mid1 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 1 Set a higher value for Q to narrow the range to be affected.
Mid2 Freq	200–8000 Hz	Frequency of the middle range 2
Mid2 Gain	-15–+15 dB	Gain of the middle range 2
Mid2 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 2 Set a higher value for Q to narrow the range to be affected.
High Freq	2000, 4000, 8000 Hz	Frequency of the high range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

02: SPECTRUM

This is a stereo spectrum. Spectrum is a type of filter which modifies the timbre by boosting or cutting the level at specific frequencies.

	Assignable Parameters
MFX Control	Level

Parameter	Value	Description
Band1 (250Hz)	-15–+15 dB	Gain of each frequency band
Band2 (500Hz)		
Band3 (1000Hz)		
Band4 (1250Hz)		
Band5 (2000Hz)		
Band6 (3150Hz)		
Band7 (4000Hz)		
Band8 (8000Hz)		
Q	0.5, 1.0, 2.0, 4.0, 8.0	Simultaneously adjusts the width of the adjusted ranges for all the frequency bands.
Level	0–127	Output Level

03: ISOLATOR

This is an equalizer which cuts the volume greatly, allowing you to add a special effect to the sound by cutting the volume in varying ranges.

	Assignable Parameters
MFX Control	Boost/Cut Low, Boost/Cut Mid, Boost/Cut High

Parameter	Value	Description
Boost/Cut Low	-60–+4 dB	These boost and cut each of the High, Middle, and Low frequency ranges. At -60 dB, the sound becomes inaudible. 0 dB is equivalent to the input level of the sound.
Boost/Cut Mid		
Boost/Cut High		
APhase Low Sw	OFF, ON	Turns the Anti-Phase function on and off for the Low frequency ranges. When turned on, the counter-channel of stereo sound is inverted and added to the signal.
APhase Low Lev	0–127	Adjusts the level settings for the Low frequency ranges. Adjusting this level for certain frequencies allows you to lend emphasis to specific parts. (This is effective only for stereo source.)
APhase Mid Sw	OFF, ON	Settings of the Anti-Phase function for the Middle frequency ranges. The parameters are the same as for the Low frequency ranges.
APhase Mid Lev	0–127	
Low Boost Sw	OFF, ON	Turns Low Booster on/off. This emphasizes the bottom to create a heavy bass sound.
Low Boost Level	0–127	Increasing this value gives you a heavier low end. Depending on the Isolator and filter settings this effect may be hard to distinguish.
Level	0–127	Output Level

04: LOW BOOST

Boosts the volume of the lower range, creating powerful lows.

	Assignable Parameters
MFX Control	Boost Gain, Boost Freq

Parameter	Value	Description
Boost Freq	50–125 Hz	Center frequency at which the lower range will be boosted
Boost Gain	0–+12 dB	Amount by which the lower range will be boosted
Boost Width	WIDE, MID, NARROW	Width of the lower range that will be boosted
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Level	0–127	Output Level

05: SUPER FILTR (SUPER FILTER)

This is a filter with an extremely sharp slope. The cutoff frequency can be varied cyclically.

	Assignable Parameters
MFX Control	Filter Cutoff, Filter Resonance, Rate, Depth

Parameter	Value	Description
Filter Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter **LPF**: Frequencies below the cutoff **BPF**: Frequencies in the region of the cutoff **HPF**: Frequencies above the cutoff **NOTCH**: Frequencies other than the region of the cutoff

Parameter	Value	Description
Filter Slope	-12, -24, -36 dB	Amount of attenuation per octave **-36 dB**: Extremely steep **-24 dB**: Steep **-12 dB**: Gentle
Filter Cutoff	0–127	Cutoff frequency of the filter Increasing this value will raise the cutoff frequency.
Filter Resonance	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Filter Gain	0–+12 dB	Amount of boost for the filter output
Modulation Sw	OFF, ON	On/off switch for cyclic change
Modulation Wave	TRI, SQR, SIN, SAW1, SAW2L	How the cutoff frequency will be modulated **TRI**: Triangle wave **SQR**: Square wave **SIN**: Sine wave **SAW1**: Sawtooth wave (upward) **SAW2**: Sawtooth wave (downward)
	SAW1 SAW2	
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate of modulation (Hz)
Rate (♪)	note (*1)	Rate of modulation (note)
Depth	0–127	Depth of modulation
Attack	0–127	Speed at which the cutoff frequency will change This is effective if Modulation Wave is SQR, SAW1, or SAW2.
Level	0–127	Output Level

06: STEP FILTER

This is a filter whose cutoff frequency can be modulated in steps. You can specify the pattern by which the cutoff frequency will change.

	Assignable Parameters
MFX Control	Rate, Filter Resonance, Filter Type

Parameter	Value	Description
Step 01–16	0–127	Cutoff frequency at each step
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate of modulation (Hz)
Rate (♪)	note (*1)	Rate of modulation (note)
Attack	0–127	Speed at which the cutoff frequency changes between steps
Filter Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter **LPF**: Frequencies below the cutoff **BPF**: Frequencies in the region of the cutoff **HPF**: Frequencies above the cutoff **NOTCH**: Frequencies other than the region of the cutoff
Filter Slope	-12, -24, -36 dB	Amount of attenuation per octave **-12dB**: Gentle **-24dB**: Steep **-36dB**: Extremely steep
Filter Resonance	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Filter Gain	0–+12 dB	Amount of boost for the filter output
Level	0–127	Output Level

07: ENHANCER

Controls the overtone structure of the high frequencies, adding sparkle and tightness to the sound.

	Assignable Parameters
MFX Control	Sens, Mix

Parameter	Value	Description
Sens	0–127	Sensitivity of the enhancer
Mix	0–127	Level of the overtones generated by the enhancer
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

08: AUTO WAH

Cyclically controls a filter to create cyclic change in timbre.

	Assignable Parameters
MFX Control	Manual, Sens, Rate, Depth, Phase

Parameter	Value	Description
Filter Type	LPF, BPF	Type of filter **LPF**: The wah effect will be applied over a wide frequency range. **BPF**: The wah effect will be applied over a narrow frequency range.
Manual	0–127	Adjusts the center frequency at which the effect is applied.
Peak	0–127	Adjusts the amount of the wah effect that will occur in the range of the center frequency. Set a higher value for Q to narrow the range to be affected.
Sens	0–127	Adjusts the sensitivity with which the filter is controlled.
Polarity	UP, DOWN	Sets the direction in which the frequency will change when the autowah filter is modulated. **UP**: The filter will change toward a higher frequency. **DOWN**: The filter will change toward a lower frequency.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Adjusts the degree of phase shift of the left and right sounds when the wah effect is applied.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

09: HUMANIZER

Adds a vowel character to the sound, making it similar to a human voice.

	Assignable Parameters
MFX Control	Rate, Drive, Depth, Vowel1, Vowel2, Manual

Parameter	Value	Description
Drive Sw	OFF, ON	Turns Drive on/off.
Drive	0–127	Degree of distortion Also changes the volume.
Vowel1	a, e, i, o, u	Selects the vowel.
Vowel2	a, e, i, o, u	
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency at which the two vowels switch (Hz)
Rate (♪)	note (*1)	Frequency at which the two vowels switch (note)
Depth	0–127	Effect depth
Input Sync Sw	OFF, ON	Determines whether the LFO for switching the vowels is reset by the input signal (ON) or not (OFF).
Input Sync Thres	0–127	Volume level at which reset is applied
Manual	0–100	Point at which Vowel 1/2 switch **49 or less**: Vowel 1 will have a longer duration. **50**: Vowel 1 and 2 will be of equal duration. **51 or more**: Vowel 2 will have a longer duration.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Pan	L64–63R	Stereo location of the output
Level	0–127	Output Level

10: SP.SIMULATR (SPEAKER SIMULATOR)

Simulates the speaker type and microphone settings used to record the speaker sound.

	Assignable Parameters
MFX Control	Direct Level, Mic Level, Speaker

Parameter	Value	Description
Speaker	(See the table.)	Type of speaker
Mic Setting	1, 2, 3	Adjusts the location of the microphone that is recording the sound of the speaker. This can be adjusted in three steps, with the microphone becoming more distant in the order of 1, 2, and 3.
Mic Level	0–127	Volume of the microphone
Direct Level	0–127	Volume of the direct sound
Level	0–127	Output Level

Specifications of each Speaker Type

The speaker column indicates the diameter of each speaker unit (in inches) and the number of units.

Type	Cabinet	Speaker	Microphone
SMALL 1	small open-back enclosure	10	dynamic
SMALL 2	small open-back enclosure	10	dynamic
MIDDLE	open back enclosure	12 x 1	dynamic
JC-120	open back enclosure	12 x 2	dynamic
BUILT-IN 1	open back enclosure	12 x 2	dynamic
BUILT-IN 2	open back enclosure	12 x 2	condenser
BUILT-IN 3	open back enclosure	12 x 2	condenser
BUILT-IN 4	open back enclosure	12 x 2	condenser
BUILT-IN 5	open back enclosure	12 x 2	condenser
BG STACK 1	sealed enclosure	12 x 2	condenser
BG STACK 2	large sealed enclosure	12 x 2	condenser
MS STACK 1	large sealed enclosure	12 x 4	condenser
MS STACK 2	large sealed enclosure	12 x 4	condenser
METAL STACK	large double stack	12 x 4	condenser
2-STACK	large double stack	12 x 4	condenser
3-STACK	large double stack	12 x 4	condenser

11: PHASER

This is a stereo phaser. A phase-shifted sound is added to the original sound and modulated.

	Assignable Parameters
MFX Control	Rate, Resonance, Manual, Mix

Parameter	Value	Description
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation will be the same or the opposite. **INVERSE**: The left and right phase will be opposite. When using a mono source, this spreads the sound. **SYNCHRO**: The left and right phase will be the same. Select this when inputting a stereo source.
Resonance	0–127	Amount of feedback
Cross Feedback	-98–+98 %	Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (-) settings will invert the phase.
Mix	0–127	Level of the phase-shifted sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

12: STEP PHASER

This is a stereo phaser. The phaser effect will be varied gradually.

	Assignable Parameters
MFX Control	StepRate, Depth, Resonance, Manual, Mix

Parameter	Value	Description
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation will be the same or the opposite. **INVERSE**: The left and right phase will be opposite. When using a mono source, this spreads the sound. **SYNCHRO**: The left and right phase will be the same. Select this when inputting a stereo source.
Resonance	0–127	Amount of feedback
Cross Feedback	-98–+98 %	Adjusts the proportion of the phaser sound that is fed back into the effect. Negative (-) settings will invert the phase.
Step Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Step Rate (Hz)	0.10–20.00 Hz	Rate of the step-wise change in the phaser effect (Hz)
Step Rate (♪)	note (*1)	Rate of the step-wise change in the phaser effect (note)
Mix	0–127	Level of the phase-shifted sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

13: MULT PHASER (MULTI STAGE PHASER)

Extremely high settings of the phase difference produce a deep phaser effect.

	Assignable Parameters
MFX Control	Rate, Depth, Resonance, Manual, Mix

Parameter	Value	Description
Mode	4-STAGE, 8-STAGE, 12-STAGE, 16-STAGE, 20-STAGE, 24-STAGE	Number of phaser stages
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Resonance	0–127	Amount of feedback
Mix	0–127	Level of the phase-shifted sound
Pan	L64–63R	Stereo location of the output sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

14: INF PHASER (INFINITE PHASER)

A phaser that continues raising/lowering the frequency at which the sound is modulated.

	Assignable Parameters
MFX Control	Speed, Resonance, Mix, Pan

Parameter	Value	Description
Mode	1, 2, 3, 4	Higher values will produce a deeper phaser effect.
Speed	-100–+100	Speed at which to raise or lower the frequency at which the sound is modulated (+: upward / -: downward)
Resonance	0–127	Amount of feedback
Mix	0–127	Volume of the phase-shifted sound
Pan	L64–63R	Panning of the output sound
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Level	0–127	Output Level

15: RING MODLTR (RING MODULATOR)

This is an effect that applies amplitude modulation (AM) to the input signal, producing bell-like sounds. You can also change the modulation frequency in response to changes in the volume of the sound sent into the effect.

	Assignable Parameters
MFX Control	Frequency, Sens, Balance

Parameter	Value	Description
Frequency	0–127	Adjusts the frequency at which modulation is applied.
Sens	0–127	Adjusts the amount of frequency modulation applied.
Polarity	UP, DOWN	Determines whether the frequency modulation moves towards higher frequencies (UP) or lower frequencies (DOWN).
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

16: STEP R.MOD (STEP RING MODULATOR)

This is a ring modulator that uses a 16-step sequence to vary the frequency at which modulation is applied.

	Assignable Parameters
MFX Control	Rate, Attack, Balance

Parameter	Value	Description
Step 01–16	0–127	Frequency of ring modulation at each step
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate at which the 16-step sequence will cycle (Hz)
Rate (♪)	note (*1)	Rate at which the 16-step sequence will cycle (note)
Attack	0–127	Speed at which the modulation frequency changes between steps
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and effect sound (W)
Level	0–127	Output Level

17: TREMOLO

Cyclically modulates the volume to add tremolo effect to the sound.

	Assignable Parameters
MFX Control	Rate, Depth, Mod Wave

Parameter	Value	Description
Mod Wave	TRI, SQR, SIN, SAW1, SAW2	Modulation Wave **TRI**: Triangle wave **SQR**: Square wave **SIN**: Sine wave **SAW1/2**: Sawtooth wave
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of the change (Hz)
Rate (♪)	note (*1)	Frequency of the change (note)
Depth	0–127	Depth to which the effect is applied
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

18: AUTO PAN

Cyclically modulates the stereo location of the sound.

	Assignable Parameters
MFX Control	Rate, Depth, Mod Wave

Parameter	Value	Description
Mod Wave	TRI, SQR, SIN, SAW1, SAW2	Modulation Wave **TRI**: triangle wave **SQR**: square wave **SIN**: sine wave **SAW1/2**: sawtooth wave
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of the change (Hz)
Rate (♪)	note (*1)	Frequency of the change (note)
Depth	0–127	Depth to which the effect is applied
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

19: STEP PAN

This uses a 16-step sequence to vary the panning of the sound.

	Assignable Parameters
MFX Control	Rate, Attack

Parameter	Value	Description
Step 01–16	L64–63R	Pan at each step
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate at which the 16-step sequence will cycle (Hz)
Rate (♪)	note (*1)	Rate at which the 16-step sequence will cycle (note)
Attack	0–127	Speed at which the pan changes between steps
Input Sync Sw	OFF, ON	Specifies whether an input note will cause the sequence to resume from the first step of the sequence (ON) or not (OFF)
Input Sync Thres	0–127	Volume at which an input note will be detected
Level	0–127	Output Level

20: SLICER

By applying successive cuts to the sound, this effect turns a conventional sound into a sound that appears to be played as a backing phrase. This is especially effective when applied to sustain-type sounds.

	Assignable Parameters
MFX Control	Rate, Attack, Shuffle

Parameter	Value	Description
Step 01–16	0–127	Level at each step
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate at which the 16-step sequence will cycle (Hz)
Rate (♪)	note (*1)	Rate at which the 16-step sequence will cycle (note)
Attack	0–127	Speed at which the level changes between steps

Parameter	Value	Description
Input Sync Sw	OFF, ON	Specifies whether an input note will cause the sequence to resume from the first step of the sequence (ON) or not (OFF)
Input Sync Thres	0–127	Volume at which an input note will be detected
Mode	LEGATO, SLASH	Sets the manner in which the volume changes as one step progresses to the next. **LEGATO**: The change in volume from one step's level to the next remains unaltered. If the level of a following step is the same as the one preceding it, there is no change in volume. **SLASH**: The level is momentarily set to 0 before progressing to the level of the next step. This change in volume occurs even if the level of the following step is the same as the preceding step.
Shuffle	0–127	Timing of volume changes for even-numbered steps (step 2, step 4, step 6...). The higher the value, the later the beat progresses.
Level	0–127	Output Level

21: ROTARY

The Rotary effect simulates the sound of the rotary speakers often used with the electric organs of the past. Since the movement of the high range and low range rotors can be set independently, the unique type of modulation characteristic of these speakers can be simulated quite closely. This effect is most suitable for electric organ Patches.

	Assignable Parameters
MFX Control	Speed, Tw Fast Rate, Wf Fast Rate, Separation

Parameter	Value	Description
Speed	SLOW, FAST	Simultaneously switch the rotational speed of the low frequency rotor and high frequency rotor. **SLOW**: Slows down the rotation to the Slow Rate. **FAST**: Speeds up the rotation to the Fast Rate.
Wf Slow Rate	0.05–10.00 Hz	Slow speed (SLOW) of the low frequency rotor
Wf Fast Rate	0.05–10.00 Hz	Fast speed (FAST) of the low frequency rotor
Woofer Accel	0–15	Adjusts the time it takes the low frequency rotor to reach the newly selected speed when switching from fast to slow (or slow to fast) speed. Lower values will require longer times.
Wf Level	0–127	Volume of the low frequency rotor
Tw Slow Rate	0.05–10.00 Hz	Settings of the high frequency rotor The parameters are the same as for the low frequency rotor
Tw Fast Rate	0.05–10.00 Hz	
Tweeter Accel	0–15	
Tweeter Level	0–127	
Separation	0–127	Spatial dispersion of the sound
Level	0–127	Output Level

22: VK ROTARY

This type provides modified response for the rotary speaker, with the low end boosted further.
This effect is a descendant of the Roland VK Series' built-in rotary speaker.

	Assignable Parameters
MFX Control	Speed, Brake, Tw Fast Rate, Wf Fast Rate

Parameter	Value	Description
Speed	SLOW, FAST	Rotational speed of the rotating speaker
Brake	OFF, ON	Switches the rotation of the rotary speaker. When this is turned on, the rotation will gradually stop. When it is turned off, the rotation will gradually resume.
Wf Slow Rate	0.05–10.00 Hz	Low-speed rotation speed of the woofer
Wf Fast Rate	0.05–10.00 Hz	High-speed rotation speed of the woofer
Wf Trans Up	0–127	Adjusts the rate at which the woofer rotation speeds up when the rotation is switched from Slow to Fast.
Wf Trans Down	0–127	Adjusts the rate at which the woofer rotation speeds up when the rotation is switched from Fast to Slow.
Wf Level	0–127	Volume of the woofer
Tw Slow Rate	0.05–10.00 Hz	Settings of the tweeter The parameters are the same as for the woofer.
Tw Fast Rate	0.05–10.00 Hz	
Tw Trans Up	0–127	
Tw Trans Down	0–127	
Tweeter Level	0–127	
Spread	0–10	Sets the rotary speaker stereo image. The higher the value set, the wider the sound is spread out.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Level	0–127	Output Level

23: CHORUS

This is a stereo chorus. A filter is provided so that you can adjust the timbre of the chorus sound.

	Assignable Parameters
MFX Control	Depth, Rate, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

24: FLANGER

This is a stereo flanger. (The LFO has the same phase for left and right.) It produces a metallic resonance that rises and falls like a jet airplane taking off or landing. A filter is provided so that you can adjust the timbre of the flanged sound.

	Assignable Parameters
MFX Control	Depth, Rate, Feedback, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

25: STEP FLANGR (STEP FLANGER)

This is a flanger in which the flanger pitch changes in steps. The speed at which the pitch changes can also be specified in terms of a note-value of a specified tempo.

	Assignable Parameters
MFX Control	StepRate, Depth, Feedback, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Step Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
StepRate (Hz)	0.10–20.00 Hz	Rate (period) of pitch change (Hz)
Step Rate (♪)	note (*1)	Rate (period) of pitch change (note)
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

26: HEXA-CHORUS

Uses a six-phase chorus (six layers of chorused sound) to give richness and spatial spread to the sound.

	Assignable Parameters
MFX Control	Depth, Rate, Balance

Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Pre Delay Deviat	0–20	Adjusts the differences in Pre Delay between each chorus sound.
Depth Deviation	-20–+20	Adjusts the difference in modulation depth between each chorus sound.
Pan Deviation	0–20	Adjusts the difference in stereo location between each chorus sound. **0**: All chorus sounds will be in the center. **20**: Each chorus sound will be spaced at 60 degree intervals relative to the center.
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

27: TREMOLO CHO (TREMOLO CHORUS)

This is a chorus effect with added Tremolo (cyclic modulation of volume).

	Assignable Parameters
MFX Control	Chorus Depth, Cho Rate, Treml Rate, Balance

Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Modulation frequency of the chorus effect (Hz)
Cho Rate (♪)	note (*1)	Modulation frequency of the chorus effect (note)
Chorus Depth	0–127	Modulation depth of the chorus effect
Treml Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Trm Rate (Hz)	0.05–10.00 Hz	Modulation frequency of the tremolo effect (Hz)
Treml Rate (♪)	note (*1)	Modulation frequency of the tremolo effect (note)
Treml Separation	0–127	Spread of the tremolo effect
Treml Phase	0–180 deg	Spread of the tremolo effect
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the tremolo chorus sound (W)
Level	0–127	Output Level

28: SPACE-D

This is a multiple chorus that applies two-phase modulation in stereo. It gives no impression of modulation, but produces a transparent chorus effect.

	Assignable Parameters
MFX Control	Depth, Rate, Balance

Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

29: 3D CHORUS

This applies a 3D effect to the chorus sound. The chorus sound will be positioned 90 degrees left and 90 degrees right.

	Assignable Parameters
MFX Control	Depth, Rate, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Modulation depth of the chorus effect
Phase	0–180 deg	Spatial spread of the sound
Output Mode	SPEAKER, PHONES	Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers, or PHONES when using headphones.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

30: 3D FLANGER

This applies a 3D effect to the flanger sound. The flanger sound will be positioned 90 degrees left and 90 degrees right.

	Assignable Parameters
MFX Control	Depth, Rate, Feedback, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff Freq **HPF**: cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Output Mode	SPEAKER, PHONES	Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers, or PHONES when using headphones.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

31: 3D S.FLANGR (3D STEP FLANGER)

This applies a 3D effect to the step flanger sound. The flanger sound will be positioned 90 degrees left and 90 degrees right.

	Assignable Parameters
MFX Control	StepRate, Depth, Feedback, Balance

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: No filter is used **LPF**: Cuts the frequency range above the Cutoff Freq **HPF**: Cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Step Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
StepRate (Hz)	0.10–20.00 Hz	Rate (period) of pitch change (Hz)
Step Rate (♪)	note (*1)	Rate (period) of pitch change (note)
Output Mode	SPEAKER, PHONES	Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers, or PHONES when using headphones.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

32: 2BND CHORUS (2 BAND CHORUS)

A chorus effect that lets you apply an effect independently to the low-frequency and high-frequency ranges.

	Assignable Parameters
MFX Control	Low Depth, High Depth, Low Rate, HighRate, Balance

Parameter	Value	Description
Split Freq	200–8000 Hz	Frequency at which the low and high ranges will be divided
Low Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the low-range chorus sound is heard
Low Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Low Rate (Hz)	0.05–10.00 Hz	Rate at which the low-range chorus sound is modulated (Hz)
Low Rate (♪)	note (*1)	Rate at which the low-range chorus sound is modulated (note)
Low Depth	0–127	Modulation depth for the low-range chorus sound
Low Phase	0–180 deg	Spaciousness of the low-range chorus sound
High Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the high-range chorus sound is heard
High Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
HighRate (Hz)	0.05–10.00 Hz	Rate at which the low-range chorus sound is modulated (Hz)
High Rate (♪)	note (*1)	Rate at which the low-range chorus sound is modulated (note)
High Depth	0–127	Modulation depth for the high-range chorus sound
High Phase	0–180 deg	Spaciousness of the high-range chorus sound
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and chorus sound (W)
Level	0–127	Output Level

33: 2BND FLANGR (2 BAND FLANGER)

A flanger that lets you apply an effect independently to the low-frequency and high-frequency ranges.

	Assignable Parameters
MFX Control	Balance, Low Rate, HighRate, Low Feedback, High Feedback

Parameter	Value	Description
Split Freq	200–8000 Hz	Frequency at which the low and high ranges will be divided
Low Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the low-range flanger sound is heard
Low Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Low Rate (Hz)	0.05–10.00 Hz	Rate at which the low-range flanger sound is modulated (Hz)
Low Rate (♪)	note (*1)	Rate at which the low-range flanger sound is modulated (note)
Low Depth	0–127	Modulation depth for the low-range flanger sound
Low Phase	0–180 deg	Spaciousness of the low-range flanger sound
Low Feedback	-98–+98 %	Proportion of the low-range flanger sound that is to be returned to the input (negative values invert the phase)
High Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the high-range flanger sound is heard
High Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
HighRate (Hz)	0.05–10.00 Hz	Rate at which the high-range flanger sound is modulated (Hz)
High Rate (♪)	note (*1)	Rate at which the high-range flanger sound is modulated (note)
High Depth	0–127	Modulation depth for the high-range flanger sound
High Phase	0–180 deg	Spaciousness of the high-range flanger sound
High Feedback	-98–+98 %	Proportion of the high-range flanger sound that is to be returned to the input (negative values invert the phase)
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and flanger sound (W)
Level	0–127	Output Level

34: 2BND S.FLN (2 BAND STEP FLANGER)

A step flanger that lets you apply an effect independently to the low-frequency and high-frequency ranges.

	Assignable Parameters
MFX Control	LoStp Rt, HiStp Rt, Low Feedback, Hi Feedback, Balance

Parameter	Value	Description
Split Freq	200–8000 Hz	Frequency at which the low and high ranges will be divided
Low Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the low-range flanger sound is heard
Low Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Low Rate (Hz)	0.05–10.00 Hz	Rate at which the low-range flanger sound is modulated (Hz)
Low Rate (♪)	note (*1)	Rate at which the low-range flanger sound is modulated (note)
Low Depth	0–127	Modulation depth for the low-range flanger sound
Low Phase	0–180 deg	Spaciousness of the low-range flanger sound
Low Feedback	-98–+98 %	Proportion of the low-range flanger sound that is to be returned to the input (negative values invert the phase)
LoStp Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
LoStp Rt (Hz)	0.10–20.00 Hz	Rate at which the steps will cycle for the low-range flanger sound (Hz)
LoStp Rt (♪)	note (*1)	Rate at which the steps will cycle for the low-range flanger sound (note)
Hi Pre Delay	0.0–100.0 ms	Delay time from when the original sound is heard to when the high-range flanger sound is heard
Hi Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Hi Rate (Hz)	0.05–10.00 Hz	Rate at which the high-range flanger sound is modulated (Hz)
Hi Rate (♪)	note (*1)	Rate at which the high-range flanger sound is modulated (note)
Hi Depth	0–127	Modulation depth for the high-range flanger sound
Hi Phase	0–180 deg	Spaciousness of the high-range flanger sound
Hi Feedback	-98–+98 %	Proportion of the high-range flanger sound that is to be returned to the input (negative values invert the phase)
HiStp Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
HiStp Rt (Hz)	0.10–20.00 Hz	Rate at which the steps will cycle for the high-range flanger sound (Hz)
HiStp Rt (♪)	note (*1)	Rate at which the steps will cycle for the high-range flanger sound (note)
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and flanger sound (W)
Level	0–127	Output Level

35: OVERDRIVE

Creates a soft distortion similar to that produced by vacuum tube amplifiers.

	Assignable Parameters
MFX Control	Level, Amp Type, Drive, Pan

Parameter	Value	Description
Drive	0–127	Degree of distortion Also changes the volume.
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp **SMALL**: small amp **BUILT-IN**: single-unit type amp **2-STACK**: large double stack amp **3-STACK**: large triple stack amp
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Pan	L64–63R	Stereo location of the output sound
Level	0–127	Output Level

36: DISTORTION

Produces a more intense distortion than Overdrive. The parameters are the same as for "35: OVERDRIVE."

37: VS OVRDRIVE (VS OVERDRIVE)

This is an overdrive that provides heavy distortion.

	Assignable Parameters
MFX Control	Level, Tone, Amp Type, Drive, Pan

Parameter	Value	Description
Drive	0–127	Degree of distortion Also changes the volume.
Tone	0–127	Sound quality of the Overdrive effect
Amp Sw	OFF, ON	Turns the Amp Simulator on/off.
Amp Type	SMALL, BUILT-IN, 2-STACK, 3-STACK	Type of guitar amp **SMALL**: small amp **BUILT-IN**: single-unit type amp **2-STACK**: large double stack amp **3-STACK**: large triple stack amp
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Pan	L64–63R	Stereo location of the output sound
Level	0–127	Output Level

38: VS DIST (VS DISTORTION)

This is a distortion effect that provides heavy distortion. The parameters are the same as for "37: VS OVERDRIVE."

39: GTR AMP SIM (GUITAR AMP SIMULATOR)

This is an effect that simulates the sound of a guitar amplifier.

	Assignable Parameters
MFX Control	Pre Amp Master, Pre Amp Volume, Pre Amp, Speaker

Parameter	Value	Description
Pre Amp Sw	OFF, ON	Turns the amp switch on/off.
Pre Amp	JC-120, CLEAN TWIN, MATCH DRIVE, BG LEAD, MS1959I, MS1959II, MS1959I+II, SLDN LEAD, METAL5150, METAL LEAD, OD-1, OD-2 TURBO, DISTORTION, FUZZ	Type of guitar amp
Pre Amp Volume	0–127	Volume and amount of distortion of the amp
Pre Amp Master	0–127	Volume of the entire pre-amp
Pre Amp Gain	LOW, MIDDLE, HIGH	Amount of pre-amp distortion
Pre Amp Bass	0–127	Tone of the bass/mid/treble frequency range Middle cannot be set if "Match Drive" is selected as the Pre Amp Type.
Pre Amp Middle		
Pre Amp Treble		
Pre Amp Presence	0–127	Tone for the ultra-high frequency range
Pre Amp Bright	OFF, ON	Turning this "On" produces a sharper and brighter sound. This parameter applies to the "JC- 120," "Clean Twin," and "BG Lead" Pre Amp Types.
Speaker Sw	OFF, ON	Determines whether the signal passes through the speaker (ON), or not (OFF).
Speaker	(See the table below.)	Type of speaker
Mic Setting	1, 2, 3	Adjusts the location of the microphone that's capturing the sound of the speaker. This can be adjusted in three steps, from 1 to 3, with the microphone becoming more distant as the value increases.
Mic Level	0–127	Volume of the microphone
Direct Level	0–127	Volume of the direct sound
Pan	L64–63R	Stereo location of the output
Level	0–127	Output Level

Specifications of each Speaker Type

The speaker column indicates the diameter of each speaker unit (in inches) and the number of units.

Type	Cabinet	Speaker	Microphone
SMALL 1	small open-back enclosure	10	dynamic
SMALL 2	small open-back enclosure	10	dynamic
MIDDLE	open back enclosure	12 x 1	dynamic
JC-120	open back enclosure	12 x 2	dynamic
BUILT-IN 1	open back enclosure	12 x 2	dynamic
BUILT-IN 2	open back enclosure	12 x 2	condenser
BUILT-IN 3	open back enclosure	12 x 2	condenser
BUILT-IN 4	open back enclosure	12 x 2	condenser
BUILT-IN 5	open back enclosure	12 x 2	condenser
BG STACK 1	sealed enclosure	12 x 2	condenser
BG STACK 2	large sealed enclosure	12 x 2	condenser
MS STACK 1	large sealed enclosure	12 x 4	condenser
MS STACK 2	large sealed enclosure	12 x 4	condenser
METAL STACK	large double stack	12 x 4	condenser
2-STACK	large double stack	12 x 4	condenser
3-STACK	large triple stack	12 x 4	condenser

40: COMPRESSOR

Flattens out high levels and boosts low levels, smoothing out fluctuations in volume.

	Assignable Parameters
MFX Control	Threshold, Attack, Level

Parameter	Value	Description
Attack	0–127	Sets the speed at which compression starts
Threshold	0–127	Adjusts the volume at which compression begins
Post Gain	0–+18 dB	Adjusts the output gain.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Level	0–127	Output Level

41: LIMITER

Compresses signals that exceed a specified volume level, preventing distortion from occurring.

	Assignable Parameters
MFX Control	Threshold, Release, Level

Parameter	Value	Description
Release	0–127	Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.
Threshold	0–127	Adjusts the volume at which compression begins
Ratio	1.5:1, 2:1, 4:1, 100:1	Compression ratio
Post Gain	0–+18 dB	Adjusts the output gain.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Level	0–127	Output Level

42: GATE

Cuts the reverb's delay according to the volume of the sound sent into the effect. Use this when you want to create an artificial-sounding decrease in the reverb's decay.

	Assignable Parameters
MFX Control	Threshold, Hold, Release, Attack, Balance

Parameter	Value	Description
Threshold	0–127	Volume level at which the gate begins to close
Mode	GATE, DUCK	Type of gate **GATE**: The gate will close when the volume of the original sound decreases, cutting the original sound. **DUCK (Ducking)**: The gate will close when the volume of the original sound increases, cutting the original sound.
Attack	0–127	Adjusts the time it takes for the gate to fully open after being triggered.
Hold	0–127	Adjusts the time it takes for the gate to start closing after the source sound falls beneath the Threshold.
Release	0–127	Adjusts the time it takes the gate to fully close after the hold time.
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

43: DELAY

This is a stereo delay.

	Assignable Parameters
MFX Control	Balance, Delay L, Delay R

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	1–1300 ms	Adjusts the time until the delay sound is heard (ms)
Delay L (♪)	note (*1)	Adjusts the time until the delay sound is heard (note)
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay L.
Delay R (ms)	1–1300 ms	
Delay R (♪)	note (*1)	
Phase Left	NORMAL, INVERSE	Phase of the delay (**NORMAL**: non-inverted, **INVERT**: inverted)
Phase Right		
Feedback Mode	NORMAL, CROSS	Selects the way in which delay sound is fed back into the effect.
Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

44: LONG DELAY

A delay that provides a long delay time.

	Assignable Parameters
MFX Control	Balance, Delay, Pan

Parameter	Value	Description
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Delay time from when the original sound is heard to when the delay sound is heard (ms).
Delay (♪)	note (*1)	Delay time from when the original sound is heard to when the delay sound is heard (note).
Phase	NORMAL, INVERSE	Phase of the delay (**NORMAL**: non-inverted, **INVERT**: inverted)
Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input (negative values invert the phase)
HF Damp	200–8000 Hz, BYPASS	Frequency at which the high-frequency content of the delayed sound will be cut (BYPASS: no cut)
Pan	L64–63R	Panning of the delay sound
Low Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W– D0:100W	Volume balance of the original sound (D) and delay sound (W)
Level	0–127	Output Level

45: SERIAL DLY (SERIAL DELAY)

This delay connects two delay units in series. Feedback can be applied independently to each delay unit, allowing you to produce complex delay sounds.

	Assignable Parameters
MFX Control	Balance, Delay1, Delay2, Pan

Parameter	Value	Description
Delay1 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay1 (ms)	1–1300 ms	Delay time from when sound is input to delay 1 until the delay sound is heard (ms)
Delay1 (♪)	note (*1)	Delay time from when sound is input to delay 1 until the delay sound is heard (note)
Delay1 Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input of delay 1 (negative values invert the phase)
Dly1 HF Damp	200–8000 Hz, BYPASS	Frequency at which the high-frequency content of the delayed sound of delay 1 will be cut (BYPASS: no cut)
Delay2 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay2 (ms)	1–1300 ms	Delay time from when sound is input to delay 2 until the delay sound is heard (ms)
Delay2 (♪)	note (*1)	Delay time from when sound is input to delay 2 until the delay sound is heard (note)
Delay2 Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input of delay 2 (negative values invert the phase)
Dly2 HF Damp	200–8000 Hz, BYPASS	Frequency at which the high-frequency content of the delayed sound of delay 2 will be cut (BYPASS: no cut)
Pan	L64–63R	Panning of the delay sound
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)
Level	0–127	Output Level

46: MOD DELAY (MODULATION DELAY)

Adds modulation to the delayed sound.

	Assignable Parameters
MFX Control	Balance, Depth, Delay L, Delay R

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	1–1300 ms	Adjusts the time until the delay sound is heard (ms).
Delay L (♪)	note (*1)	Adjusts the time until the delay sound is heard.
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay L.
Delay R (ms)	1–1300 ms	
Delay R (♪)	note (*1)	
Feedback Mode	NORMAL, CROSS	Selects the way in which delay sound is fed back into the effect.
Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*1)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180 deg	Spatial spread of the sound
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

47: 3TP PAN DLY (3 TAP PAN DELAY)

Produces three delay sounds; center, left and right.

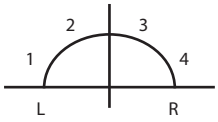
	Assignable Parameters
MFX Control	Balance, Delay C, Delay L, Delay R

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	1–2600 ms	Adjusts the time until the delay sound is heard (ms).
Delay L (♪)	note (*1)	Adjusts the time until the delay sound is heard (note).
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay L.
Delay R (ms)	1–2600 ms	
Delay R (♪)	note (*1)	
Delay C Mode	ms, note	Settings of the Delay C The parameters are the same as for the Delay L.
Delay C (ms)	1–2600 ms	
Delay C (♪)	note (*1)	
Center Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Left Level	0–127	Volume of each delay
Right Level		Volume of each delay
Center Level		Volume of each delay
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

48: 4TP PAN DLY (4 TAP PAN DELAY)

This effect has four delays.

Stereo location of each delay



	Assignable Parameters
MFX Control	Balance, Delay1, Delay2, Delay3, Delay4

Parameter	Value	Description
Delay1 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay1 (ms)	1–2600 ms	Adjusts the time until the delay sound is heard (ms).
Delay1 (♪)	note (*1)	Adjusts the time until the delay sound is heard (note).
Delay2 Mode	ms, note	Settings of the Delay 2 The parameters are the same as for the Delay 1.
Delay2 (ms)	1–2600 ms	
Delay2 (♪)	note (*1)	
Delay3 Mode	ms, note	Settings of the Delay 3 The parameters are the same as for the Delay 1.
Delay3 (ms)	1–2600 ms	
Delay3 (♪)	note (*1)	
Delay4 Mode	ms, note	Settings of the Delay 4 The parameters are the same as for the Delay 1.
Delay4 (ms)	1–2600 ms	
Delay4 (♪)	note (*1)	
Delay1 Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Delay1 Level	0–127	Volume of each delay
Delay2 Level		
Delay3 Level		
Delay4 Level		
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

49: MULTTAP DLY (MULTI TAP DELAY)

This effect provides four delays. Each of the Delay Time parameters can be set to a note length based on the selected tempo. You can also set the panning and level of each delay sound.

	Assignable Parameters
MFX Control	Balance, Delay1, Delay2, Delay3, Delay4

Parameter	Value	Description
Delay1 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay1 (ms)	1–2600 ms	Adjusts the time until the delay sound is heard (ms).
Delay1 (♪)	note (*1)	Adjusts the time until the delay sound is heard (note).
Delay2 Mode	ms, note	Settings of the Delay 2 The parameters are the same as for the Delay 1.
Delay2 (ms)	1–2600 ms	
Delay2 (♪)	note (*1)	
Delay3 Mode	ms, note	Settings of the Delay 3 The parameters are the same as for the Delay 1.
Delay3 (ms)	1–2600 ms	
Delay3 (♪)	note (*1)	
Delay4 Mode	ms, note	Settings of the Delay 4 The parameters are the same as for the Delay 1.
Delay4 (ms)	1–2600 ms	
Delay4 (♪)	note (*1)	
Delay1 Feedback	-98–+98 %	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any the high frequencies, set this parameter to BYPASS.
Delay1 Pan	L64–63R	Stereo location of Delays 1
Delay2 Pan		Stereo location of Delays 2
Delay3 Pan		Stereo location of Delays 3
Delay4 Pan		Stereo location of Delays 4
Delay1 Level	0–127	Output level of Delays 1
Delay2 Level		Output level of Delays 2
Delay3 Level		Output level of Delays 3
Delay4 Level		Output level of Delays 4
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

50: REVERSE DLY (REVERSE DELAY)

This is a reverse delay that adds a reversed and delayed sound to the input sound. A tap delay is connected immediately after the reverse delay.

	Assignable Parameters
MFX Control	Balance, Rev Dly, Rev Dly Pan

Parameter	Value	Description
Threshold	0–127	Volume at which the reverse delay will begin to be applied
Rev Dly Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Rev Dly (ms)	1–1300 ms	Delay time from when sound is input into the reverse delay until the delay sound is heard (ms)
Rev Dly (♪)	note (*1)	Delay time from when sound is input into the reverse delay until the delay sound is heard (note)
Rev Dly Fbk	-98–+98 %	Proportion of the delay sound that is to be returned to the input of the reverse delay (negative values invert the phase)
Rev Dly HFDmp	200–8000 Hz, BYPASS	Frequency at which the high-frequency content of the reverse-delayed sound will be cut (BYPASS: no cut)
Rev Dly Pan	L64–63R	Panning of the reverse delay sound
Rev Dly Level	0–127	Volume of the reverse delay sound
Delay1 Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay1 (ms)	1–1300 ms	Delay time from when sound is input into the tap delay until the delay sound is heard (ms)
Delay1 (♪)	note (*1)	Delay time from when sound is input into the tap delay until the delay sound is heard (note)
Delay2 Mode	ms, note	Settings of the Delay 2 The parameters are the same as for the Delay 1.
Delay2 (ms)	1–1300 ms	
Delay2 (♪)	note (*1)	
Delay3 Mode	ms, note	Settings of the Delay 3 The parameters are the same as for the Delay 1.
Delay3 (ms)	1–1300 ms	
Delay3 (♪)	note (*1)	
Delay3 Feedback	-98–+98 %	Proportion of the delay sound that is to be returned to the input of the tap delay (negative values invert the phase)
Delay HF Damp	200–8000 Hz, BYPASS	Frequency at which the low-frequency content of the tap delay sound will be cut (BYPASS: no cut)
Delay1 Pan	L64–63R	Panning of the tap delay sounds
Delay2 Pan		
Delay1 Level	0–127	Volume of the tap delay sounds
Delay2 Level		
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and delay sound (W)
Level	0–127	Output Level

51: SHUFFLE DLY (SHUFFLE DELAY)

Adds a shuffle to the delay sound, giving the sound a bouncy delay effect with a swing feel.

	Assignable Parameters
MFX Control	Balance, Delay, Shuffle Rate

Parameter	Value	Description
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the time until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the time until the delay sound is heard (note).
Shuffle Rate	0–100 %	Adjusts the ratio (as a percentage) of the time that elapses before Delay B sounds relative to the time that elapses before the Delay A sounds. When set to 100%, the delay times are the same.
Acceleration	0–15	Adjusts the time over which the Delay Time changes from the current setting to its specified new setting.
Feedback	-98–+98 %	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Pan A	L64–63R	Stereo location of Delay A/B
Pan B		
Level A	0–127	Volume of delay A/B
Level B		
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

52: 3D DELAY

This applies a 3D effect to the delay sound. The delay sound will be positioned 90 degrees left and 90 degrees right.

	Assignable Parameters
MFX Control	Balance, Delay C, Delay L, Delay R

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	1–2600 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay L (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay 1.
Delay R (ms)	1–2600 ms	
Delay R (♪)	note (*1)	
Delay C Mode	ms, note	Settings of the Delay C The parameters are the same as for the Delay 1.
Delay C (ms)	1–2600 ms	
Delay C (♪)	note (*1)	

Parameter	Value	Description
Center Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Left Level	0–127	Output level of the delay sound
Right Level		
Center Level		
Output Mode	SPEAKER, PHONES	Adjusts the method that will be used to hear the sound that is output to the OUTPUT jacks. The optimal 3D effect will be achieved if you select SPEAKER when using speakers, or PHONES when using headphones.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

53: T-CTRL DLY (TIME CTRL DELAY)

A stereo delay in which the delay time can be varied smoothly.

	Assignable Parameters
MFX Control	Balance, Delay

Parameter	Value	Description
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–1300 ms	Adjusts the time until the delay is heard (ms).
Delay (♪)	note (*1)	Adjusts the time until the delay is heard (note).
Acceleration	0–15	Adjusts the time over which the Delay Time changes from the current setting to a specified new setting. The rate of change for the Delay Time directly affects the rate of pitch change.
Feedback	-98–+98 %	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

54: LONG TC DLY (LONG TIME CTRL DELAY)

A delay in which the delay time can be varied smoothly, and allowing an extended delay to be produced.

	Assignable Parameters
MFX Control	Balance, Delay

Parameter	Value	Description
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the time until the delay is heard (ms).
Delay (♪)	note (*1)	Adjusts the time until the delay is heard (note).
Acceleration	0–15	Adjusts the time over which the Delay Time changes from the current setting to a specified new setting. The rate of change for the Delay Time directly affects the rate of pitch change.
Feedback	-98–+98 %	Adjusts the amount of the delay that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out. If you do not want to filter out any high frequencies, set this parameter to BYPASS.
Pan	L64–63R	Stereo location of the delay
Low Gain	-15–+15 dB	Gain of the low frequency range
High Gain	-15–+15 dB	Gain of the high frequency range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the delay sound (W)
Level	0–127	Output Level

55: TAPE ECHO

A virtual tape echo that produces a realistic tape delay sound. This simulates the tape echo section of a Roland RE-201 Space Echo.

	Assignable Parameters
MFX Control	Echo Level, Repeat Rate, Mode

Parameter	Value	Description
Mode	S, M, L, S+M, S+L, M+L, S+M+L	Combination of playback heads to use Select from three different heads with different delay times. **S**: short **M**: middle **L**: long
Repeat Rate	0–127	Tape speed Increasing this value will shorten the spacing of the delayed sounds.
Intensity	0–127	Amount of delay repeats
Bass	-15–+15 dB	Boost/cut for the lower range of the echo sound
Treble	-15–+15 dB	Boost/cut for the upper range of the echo sound
Head S Pan	L64–63R	Independent panning for the short, middle, and long playback heads
Head M Pan		
Head L Pan		
Tape Distortion	0–5	Amount of tape-dependent distortion to be added This simulates the slight tonal changes that can be detected by signal-analysis equipment. Increasing this value will increase the distortion.
W/F Rate	0–127	Speed of wow/flutter (complex variation in pitch caused by tape wear and rotational irregularity)
W/F Depth	0–127	Depth of wow/flutter
Echo Level	0–127	Volume of the echo sound
Direct Level	0–127	Volume of the original sound
Level	0–127	Output Level

56: LOFI NOISE

In addition to a lo-fi effect, this adds various types of noise such as white noise and disc noise.

	Assignable Parameters
MFX Control	Balance, Hum Noise Level, Disc Noise Level, Noise Level, LoFi Type

Parameter	Value	Description
LoFi Type	1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Fltr Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff **HPF**: cuts the frequency range below the Cutoff
Post F-Cutoff	200–8000 Hz	Center frequency of the filter
Noise Type	WHITE, PINK	Switch between white noise and pink noise.
Noise LPF	200–8000 Hz, BYPASS	Center frequency of the low pass filter applied to the white/pink noise (BYPASS: no cut)
Noise Level	0–127	Volume of the white/pink noise
Disc Noise Type	LP, EP, SP, RND	Type of record noise The frequency at which the noise is heard depends on the selected type.
DiscNoise LPF	200–8000 Hz, BYPASS	Adjusts the cutoff frequency of the low pass filter applied to the record noise. If you don't want to filter out any high frequencies, set this parameter to BYPASS.
Disc Noise Level	0–127	Volume of the record noise
Hum Noise Type	50Hz, 60Hz	Frequency of the hum noise
Hum Noise LPF	200–8000 Hz, BYPASS	Center frequency of the low pass filter applied to the hum noise (BYPASS: no cut)
Hum Noise Level	0–127	Volume of the hum noise
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

57: LOFI COMPRS (LOFI COMPRESS)

This is an effect that intentionally degrades the sound quality for creative purposes.

	Assignable Parameters
MFX Control	Balance, LoFi Type

Parameter	Value	Description
Pre Filter Type	1–6	Selects the type of filter applied to the sound before it passes through the LoFi effect.
LoFi Type	1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Fltr Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff **HPF**: cuts the frequency range below the Cutoff
Post F-Cutoff	200–8000 Hz	Basic frequency of the Post Filter
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

58: LOFI RADIO

In addition to a Lo-Fi effect, this effect also generates radio noise.

	Assignable Parameters
MFX Control	Balance, Radio Detune, Radio Noise Lev, LoFi Type

Parameter	Value	Description
LoFi Type	1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
Post Fltr Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff **HPF**: cuts the frequency range below the Cutoff
Post F-Cutoff	200–8000 Hz	Basic frequency of the Post Filter
Radio Detune	0–127	Simulates the tuning noise of a radio. As this value is raised, the tuning drifts further.
Radio Noise Lev	0–127	Volume of the radio noise
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

59: TELEPHONE

This effect produces a muffled sound, like that heard through a telephone.

	Assignable Parameters
MFX Control	Balance, Voice Quality

Parameter	Value	Description
Voice Quality	0–15	Audio quality of the telephone voice
Treble	-15–+15 dB	Bandwidth of the telephone voice
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

60: PHONOGRAPH

Simulates a sound recorded on an analog record and played back on a record player. This effect also simulates the various types of noise that are typical of a record, and even the rotational irregularities of an old turntable.

	Assignable Parameters
MFX Control	Total Noise Lev, Total W/F, Frequency Range, Balance

Parameter	Value	Description
Signal Dist	0–127	Depth of distortion
Frequency Range	0–127	Frequency response of the playback system Decreasing this value will produce the impression of an old system with a poor frequency response.

Parameter	Value	Description
Disc Type	LP, EP, SP	Rotational speed of the turntable This will affect the frequency of the scratch noise.
ScratchNoise Lev	0–127	Amount of noise due to scratches on the record
Dust Noise Lev	0–127	Volume of noise due to dust on the record
Hiss Noise Lev	0–127	Volume of continuous "hiss"
Total Noise Lev	0–127	Volume of overall noise
Wow	0–127	Depth of long-cycle rotational irregularity
Flutter	0–127	Depth of short-cycle rotational irregularity
Random	0–127	Depth of indefinite-cycle rotational irregularity
Total W/F	0–127	Depth of overall rotational irregularity
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output Level

61: PCH SHIFTER (PITCH SHIFTER)

A stereo pitch shifter.

	Assignable Parameters
MFX Control	Balance, Fine, Coarse, Delay

Parameter	Value	Description
Coarse	-24–+12 semi	Adjusts the pitch of the pitch shifted sound in semitone steps.
Fine	-100–+100 cent	Adjusts the pitch of the pitch shifted sound in 2-cent steps.
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–1300 ms	Adjusts the delay time from the direct sound until the pitch shifted sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the pitch shifted sound is heard (note).
Feedback	-98–+98 %	Adjusts the proportion of the pitch shifted sound that is fed back into the effect. Negative (-) settings will invert the phase.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the pitch shifted sound (W)
Level	0–127	Output Level

62: 2V P.SHIFTR (2 VOICE PITCH SHIFTER)

Shifts the pitch of the original sound. This 2-voice pitch shifter has two pitch shifters, and can add two pitch shifted sounds to the original sound.

	Assignable Parameters
MFX Control	Balance, Pch1 Coarse, Pch2 Coarse, Pch1 Dly, Pch2 Dly

Parameter	Value	Description
Pch1 Coarse	-24–+12 semi	Adjusts the pitch of Pitch Shift 1 in semitone steps.
Pch1 Fine	-100–+100 cent	Adjusts the pitch of Pitch Shift Pitch 1 in 2-cent steps.
Pch1 Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Pch1 Dly (ms)	1–1300 ms	Adjusts the delay time from the direct sound until the Pitch Shift 1 sound is heard (ms).
Pch1 Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the Pitch Shift 1 sound is heard (note).
Pch1 Feedback	-98–+98 %	Adjusts the proportion of the pitch shifted sound that is fed back into the effect. Negative (-) settings will invert the phase.
Pch1 Pan	L64–63R	Stereo location of the Pitch Shift 1 sound
Pch1 Level	0–127	Volume of the Pitch Shift1 sound
Pch2 Coarse	-24–+12 semi	Settings of the Pitch Shift 2 sound. The parameters are the same as for the Pitch Shift 1 sound.
Pch2 Fine	-100–+100 cent	
Pch2 Delay Mode	ms, note	
Pch2 Dly (ms)	1–1300 ms	
Pch2 Delay (♪)	note (*1)	
Pch2 Feedback	-98–+98 %	
Pch2 Pan	L64–63R	
Pch2 Level	0–127	
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W– D0:100W	Volume balance between the direct sound (D) and the pitch shifted sound (W)
Level	0–127	Output Level

63: S.P.SHIFTER (STEP PITCH SHIFTER)

A pitch shifter in which the amount of pitch shift is varied by a 16-step sequence.

	Assignable Parameters
MFX Control	Rate, Attack, Gate Time, Balance

Parameter	Value	Description
Step 01–16	-24–+12 semi	Amount of pitch shift at each step (semitone units)
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Rate at which the 16-step sequence will cycle (Hz)
Rate (♪)	note (*1)	Rate at which the 16-step sequence will cycle (note)
Attack	0–127	Speed at which the amount of pitch shift changes between steps
Gate Time	0–127	Duration of the pitch shifted sound at each step
Fine	-100–+100 cent	Pitch shift adjustment for all steps (2-cent units)
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–1300 ms	Delay time from the original sound until the pitch-shifted sound is heard (ms)
Delay (♪)	note (*1)	Delay time from the original sound until the pitch-shifted sound is heard (note)
Feedback	-98–+98 %	Proportion of the pitch-shifted sound that is to be returned to the input (negative values invert the phase)
Low Gain	-15–+15 dB	Amount of boost/cut for the low-frequency range

Parameter	Value	Description
High Gain	-15–+15 dB	Amount of boost/cut for the high-frequency range
Balance	D100:0W–D0:100W	Volume balance of the original sound (D) and pitch-shifted sound (W)
Level	0–127	Output Level

64: REVERB

Adds reverberation to the sound, simulating an acoustic space.

	Assignable Parameters
MFX Control	Time, Type, Balance

Parameter	Value	Description
Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2	Type of reverb **ROOM1**: dense reverb with short decay **ROOM2**: sparse reverb with short decay **STAGE1**: reverb with greater late reverberation **STAGE2**: reverb with strong early reflections **HALL1**: reverb with clear reverberance **HALL2**: reverb with rich reverberance
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the reverb sound is heard.
Time	0–127	Time length of reverberation
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which the reverberant sound will be cut. As the frequency is set lower, more of the high frequencies will be cut, resulting in a softer and more muted reverberance. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the reverb sound (W)
Level	0–127	Output Level

65: GATED REV (GATED REVERB)

This is a special type of reverb in which the reverberant sound is cut off before its natural length.

	Assignable Parameters
MFX Control	Balance

Parameter	Value	Description
Type	NORMAL, REVERSE, SWEEP1, SWEEP2	Type of reverb **NORMAL**: conventional gated reverb **REVERSE**: backwards reverb **SWEEP1**: the reverberant sound moves from right to left **SWEEP2**: the reverberant sound moves from left to right
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the reverb sound is heard.
Gate Time	5–500 ms	Adjusts the time from when the reverb is heard until it disappears.
Low Gain	-15–+15 dB	Gain of the low range
High Gain	-15–+15 dB	Gain of the high range
Balance	D100:0W–D0:100W	Volume balance between the direct sound (D) and the reverb sound (W)
Level	0–127	Output Level

66: OVDRV → CHO (OVERDRIVE → CHORUS)

This effect connects an overdrive and a chorus in series.

	Assignable Parameters
MFX Control	Chorus Bal, Cho Rate, Chorus Depth, Overdrive Drive

Parameter	Value	Description
Overdrive Drive	0–127	Degree of distortion Also changes the volume.
Overdrive Pan	L64–63R	Stereo location of the overdrive sound
Chorus PreDly	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Cho Rate (♪)	note (*1)	Frequency of modulation (note)
Chorus Depth	0–127	Depth of modulation
Chorus Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the chorus (W) and the sound that is not sent through the chorus (D).
Level	0–127	Output Level

67: OVDRV → FLNGR (OVERDRIVE → FLANGER)

This effect connects an overdrive and a flanger in series.

	Assignable Parameters
MFX Control	Flngr Bal, Fln Rate, Flngr Depth, Flngr Feedback, Overdrive Drive

Parameter	Value	Description
Overdrive Drive	0–127	Degree of distortion Also changes the volume.
Overdrive Pan	L64–63R	Stereo location of the overdrive sound
Flngr PreDly	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Flngr Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Fln Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Fln Rate (♪)	note (*1)	Frequency of modulation (note)
Flngr Depth	0–127	Depth of modulation
Flngr Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Flngr Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Level	0–127	Output Level

68: OVDRV → DELAY (OVERDRIVE → DELAY)

This effect connects an overdrive and a delay in series.

	Assignable Parameters
MFX Control	Delay Bal, Overdrive Drive

Parameter	Value	Description
Overdrive Drive	0–127	Degree of distortion Also changes the volume.
Overdrive Pan	L64–63R	Stereo location of the overdrive sound
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Delay HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Level	0–127	Output Level

69: DIST → CHORUS (DISTORTION → CHORUS)

The parameters are essentially the same as in "66: OVERDRIVE → CHORUS," with the exception of the following two.

Overdrive Drive → Distortion Drive

Overdrive Pan → Distortion Pan

70: DIST → FLANGR (DISTORTION → FLANGER)

The parameters are essentially the same as in "67: OVERDRIVE → FLANGER," with the exception of the following two.

Overdrive Drive → Distortion Drive

Overdrive Pan → Distortion Pan

71: DIST → DELAY (DISTORTION → DELAY)

The parameters are essentially the same as in "68: OVERDRIVE → DELAY," with the exception of the following two.

Overdrive Drive → Distortion Drive,

Overdrive Pan → Distortion Pan

72: ENH → CHORUS (ENHANCER → CHORUS)

This effect connects an enhancer and a chorus in series.

	Assignable Parameters
MFX Control	Chorus Bal, Chorus Depth, Cho Rate, Enhancer Sens

Parameter	Value	Description
Enhancer Sens	0–127	Sensitivity of the enhancer
Enhancer Mix	0–127	Level of the overtones generated by the enhancer
Chorus PreDly	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Cho Rate (♪)	note (*1)	Frequency of modulation (note)
Chorus Depth	0–127	Depth of modulation
Chorus Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the chorus (W) and the sound that is not sent through the chorus (D).
Level	0–127	Output Level

73: ENH → FLANGER (ENHANCER → FLANGER)

This effect connects an enhancer and a flanger in series.

	Assignable Parameters
MFX Control	Flngr Bal, Fln Rate, Flngr Depth, Flngr Feedback, Enhancer Sens

Parameter	Value	Description
Enhancer Sens	0–127	Sensitivity of the enhancer
Enhancer Mix	0–127	Level of the overtones generated by the enhancer
Flngr PreDly	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Flngr Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Fln Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Fln Rate (♪)	note (*1)	Frequency of modulation (note)
Flngr Depth	0–127	Depth of modulation
Flngr Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Flngr Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Level	0–127	Output Level

74: ENH → DELAY (ENHANCER → DELAY)

This effect connects an enhancer and a delay in series.

	Assignable Parameters
MFX Control	Delay Bal, Enhancer Sens

Parameter	Value	Description
Enhancer Sens	0–127	Sensitivity of the enhancer
Enhancer Mix	0–127	Level of the overtones generated by the enhancer
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Delay HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Level	0–127	Output Level

75: CHO → DELAY (CHORUS → DELAY)

This effect connects a chorus and a delay in series.

	Assignable Parameters
MFX Control	Delay Bal, Chorus Bal, Chorus Depth, Cho Rate

Parameter	Value	Description
Chorus PreDly	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Cho Rate (♪)	note (*1)	Frequency of modulation (note)
Chorus Depth	0–127	Depth of modulation
Chorus Bal	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	Adjusts the delay time from the direct sound until the delay sound is heard (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Delay HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Level	0–127	Output Level

76: FLN → DELAY (FLANGER → DELAY)

This effect connects a flanger and a delay in series.

	Assignable Parameters
MFX Control	Delay Bal, Flngr Bal, Fln Rate, Flngr Feedback

Parameter	Value	Description
Flngr PreDly	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Flngr Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Fln Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Fln Rate (♪)	note (*1)	Frequency of modulation (note)
Flngr Depth	0–127	Depth of modulation
Flngr Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Flngr Bal	D100:0W–D0:100W	Volume balance between the direct sound (D) and the flanger sound (W)
Delay Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay (ms)	1–2600 ms	When this is set to "note," the effect is synchronized with the tempo (ms).
Delay (♪)	note (*1)	Adjusts the delay time from the direct sound until the delay sound is heard (note).
Delay Feedback	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
Delay HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the delay (W) and the sound that is not sent through the delay (D).
Level	0–127	Output Level

77: CHO → FLANGER (CHORUS → FLANGER)

This effect connects a chorus and a flanger in series.

	Assignable Parameters
MFX Control	Chorus Bal, Flngr Bal, Chorus Depth, Cho Rate, Fln Rate, Flngr Feedback

Parameter	Value	Description
Chorus PreDly	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Cho Rate (Hz)	0.05–10.00 Hz	Modulation frequency of the chorus effect (Hz)
Cho Rate (♪)	note (*1)	Modulation frequency of the chorus effect (note)
Chorus Depth	0–127	Modulation depth of the chorus effect
Chorus Bal	D100:0W–D0:100W	Volume balance between the direct sound (D) and the chorus sound (W)
Flngr PreDly	0.0–100.0 ms	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.

Parameter	Value	Description
FIngr Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
FIn Rate (Hz)	0.05–10.00 Hz	Modulation frequency of the flanger effect (Hz)
FIn Rate (♪)	note (*1)	Modulation frequency of the flanger effect (note)
FIngr Depth	0–127	Modulation depth of the flanger effect
FIngr Feedback	-98–+98 %	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
FIngr Bal	D100:0W–D0:100W	Adjusts the volume balance between the sound that is sent through the flanger (W) and the sound that is not sent through the flanger (D).
Level	0–127	Output Level

78: VR CHORUS

This chorus is a descendant of the Roland VR Series effects.

	Assignable Parameters
MFX Control	Depth, Rate, Balance

Parameter	Value	Description
Pre Delay	0.0–100 ms	Amount of time that it is to take for the chorus sound to be produced after the original sound has sounded.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Modulation rate (Hz)
Rate (♪)	note (*1)	Modulation rate (note)
Depth	0–127	Modulation Depth
Phase	0–180 deg	Amount of breadth in the chorus sound
Balance	D100:0W–D0:100W	Volume balance between the original, dry sound (D) and the chorus sound (W)
Level	0–127	Output Level

79: VR TREMOLO

This tremolo is a descendant of the Roland VR Series effects.

This changes the volume level in a cyclic manner.

Switching between the Mono and Stereo Tremolo Type settings also switches the volume control waveform.

	Assignable Parameters
MFX Control	Rate, Depth, Tremolo Type

Parameter	Value	Description
Tremolo Type	Mono, Stereo	**Mono**: The left and right volume levels change simultaneously. **Stereo**: The left and right volume levels change in alternating fashion.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency at which the effect is applied (Hz)
Rate (♪)	note (*1)	Frequency at which the effect is applied (note)
Depth	0–127	Depth of the effect
Low Gain	-15–+15 dB	Boost or cut in the low end
High Gain	-15–+15 dB	Boost or cut in the high end
Level	0–127	Output Level

80: VR AUTO WAH

This wah is a descendant of the Roland VR Series effects. This is a special wah effect (an effect in which the tone is changed cyclically) produced by shifting the filter in a cyclic fashion.

You can switch the Control Type parameter to select from Auto Wah, Touch Wah, or Pedal Wah.

	Assignable Parameters
MFX Control	Rate, Depth, Peak, Manual

Parameter	Value	Description
Control Type	MOD, TOUCH, PEDAL	Effect Control Types **MOD**: The tone changes at the set rate. **TOUCH**: The tone changes in response to changes in the volume. **PEDAL**: The tone changes according to the function of the Manual parameter. Can be used as a pedal wah.
Filter Type	LPF, BPF	Filter Type **LPF**: Produces a wah effect over a wide frequency range. **BPF**: Produces a wah effect over a narrow frequency range.
Manual	0–127	When Control Type is set to "PEDAL," you can use this parameter to change the tone.
Peak	0–100	Wah effect bandwidth The bandwidth narrows as the value is increased.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Wah effect rate
Rate (♪)	note (*1)	Wah effect rate (note) When Control Type is set to "TOUCH," this adjusts the sensitivity to the volume used in changing the tone.
Depth	0–127	Depth of the wah effect's sweep
Phase	0–180 deg	Ratio of the wah effect sound in the left and right sides when the spread is not distributed evenly
Low Gain	-15–+15 dB	Boost or cut in the low end
High Gain	-15–+15 dB	Boost or cut in the high end
Level	0–127	Output Level

Settings when using a pedal wah with a pedal connected to FC1

- MFX Control: Manual
- Control Type: PEDAL
- EDIT/ 2. Control/ FC1: MFX Control

81: VR PHASER

This phaser is a descendant of the Roland VR Series effects.
This creates a swirling effect by adding sounds that are out of phase with the original sound.

	Assignable Parameters
MFX Control	Rate, Resonance, Depth

Parameter	Value	Description
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Phaser Frequency (Hz)
Rate (♪)	note (*1)	Phaser Frequency (note)
Depth	0–127	Phaser Depth
Resonance	0–127	Feedback Level
Step Sw	OFF, ON	Setting this to ON creates a step phaser.
Step Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
StepRate (Hz)	0.10–20.00 Hz	Rate of stepped changes in phaser effect (Hz)
Step Rate (♪)	note (*1)	Rate of stepped changes in phaser effect (note)
Low Gain	-15–+15 dB	Boost or cut in the low end
High Gain	-15–+15 dB	Boost or cut in the high end
Level	0–127	Output Level

82: ORGAN MULTI

This is an effect combining the VK series internal effect with an organ effect with the same features.
It comprises vibrato/chorus, overdrive, and rotary effects.

	Assignable Parameters
MFX Control	Rotary Speed, OD Drive

Parameter	Value	Description
Vib/Cho Switch	OFF, ON	Switches the vibrato and chorus effects
Vib/Cho Type	V-1, V-2, V-3, C-1, C-2, C-3	Vibrato and chorus effect types **V-1, V-2, V-3**: Adds a wavering (vibrato) that is created by changes in the pitch. The effect deepens as the value is increased. **C-1, C-2, C-3**: Adds a fullness and breadth (chorus) to the sound. The effect deepens as the value is increased.
Vib/Cho Vintage	'50, '60, '70	This reproduces the subtle differences in the vibrato and chorus effects in organs built in different years.
Vib/Cho Level	0–127	Vibrato/chorus effect volume
OD Switch	OFF, ON	Switches the overdrive effect
OD Drive	0–127	Amount of distortion
OD Level	0–127	Overdrive effect volume
Rotary Switch	OFF, ON	Switches the rotary effect
Rotary Speed	SLOW, FAST	Low– and high-frequency rotation speeds (Rate) **SLOW**: (Slow Rate) **FAST**: (Fast Rate)
R-Wf Slow Sp	0.05–10.00 Hz	Rate with low-frequency rotor set to SLOW rate
R-Wf Fast Sp	0.05–10.00 Hz	Rate with low-frequency rotor set to FAST rate
R-Wf Accel	0–15	Speed at which the low-frequency rotor's rotation rate changes when the rotation speed is switched
R-Wf Level	0–127	Low-frequency rotor volume
R-Tw Slow Sp	0.05–10.00 Hz	High-frequency rotor setting This parameter is the same as that for the low-frequency rotor.
R-Tw Fast Sp	0.05–10.00 Hz	
R-Tw Accel	0–15	
R-Tw Level	0–127	
Rotary Separat	0–127	Amount of breadth in the sound
Rotary Level	0–127	Output Level

83: LINEDRIVE

This reproduces the distortion that occurs when an electrical circuit is slightly overloaded.

	Assignable Parameters
MFX Control	Drive

Parameter	Value	Description
Strength	SOFT, HARD	HARD produces stronger distortion than SOFT.
Type	1/2	Varies the nuances of the distortion.
Drive	0–127	Degree of distortion This also affects the volume.
Low Gain	-15–+15 dB	Boost or cut in the low end.
High Gain	-15–+15 dB	Boost or cut in the high end.
Level	0–127	Output Level

84: SMALL PHASR (SMALL PHASER)

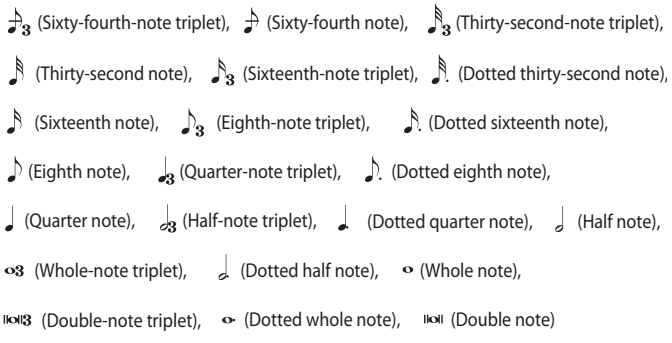
The Small Phaser effect simulates the unique sweeping vintage phaser.

This effect is most suitable for electric piano tones.

	Assignable Parameters
MFX Control	Rate

Parameter	Value	Description
Rate	0–100	Phaser Frequency
Color	1, 2	Phaser Character
Level	0–127	Output Level

note (1):



Chorus Parameter

The RD-700NX's Chorus effect unit can also be used as a stereo delay unit.

0: OFF

Neither Chorus or Delay is used.

1: CHORUS

Parameter	Value	Description
Filter Type	OFF, LPF, HPF	Type of filter **OFF**: no filter is used **LPF**: cuts the frequency range above the Cutoff Freq **HPF**: cuts the frequency range below the Cutoff Freq
Cutoff Freq	200–8000 Hz	Basic frequency of the filter
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate Mode	Hz, note	When this is set to "note," the effect is synchronized with the tempo.
Rate (Hz)	0.05–10.00 Hz	Frequency of modulation (Hz)
Rate (♪)	note (*)	Frequency of modulation (note)
Depth	0–127	Depth of modulation
Phase	0–180°	Spatial spread of the sound
Feedback	0–127	Adjusts the amount of the chorus sound that is fed back into the effect.

2: DELAY

Parameter	Value	Description
Delay L Mode	ms, note	When this is set to "note," the effect is synchronized with the tempo.
Delay L (ms)	0–1000 ms	Adjusts the time until the delay sound is heard (ms).
Delay L (♪)	note (*)	Adjusts the time until the delay sound is heard (note).
Delay R Mode	ms, note	Settings of the Delay R The parameters are the same as for the Delay L.
Delay R (ms)	0–1000 ms	
Delay R (♪)	note (*)	
Delay C Mode	ms, note	Settings of the Delay C The parameters are the same as for the Delay L.
Delay C (ms)	0–1000 ms	
Delay C (♪)	note (*)	
Center Feedbak	-98–+98 %	Adjusts the proportion of the delay sound that is fed back into the effect. Negative (-) settings will invert the phase.
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect will be cut. If you do not want to cut the high frequencies, set this parameter to BYPASS.
Left Level	0–127	Volume of each delay sound
Right Level	0–127	Volume of each delay sound
Center Level	0–127	Volume of each delay sound

3: GM2 CHORUS

Parameter	Value	Description
Pre-LPF	0–7	Cuts the high frequency range of the sound coming into the chorus.
Level	0–127	Volume of the chorus sound
Feedback	0–127	Adjusts the amount of the chorus sound that is fed back into the effect.
Delay	0–127	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Send To Reverb	0–127	Adjusts the amount of chorus sound that will be sent to the reverb.

note (*):

(Sixty-fourth-note triplet), (Sixty-fourth note), (Thirty-second-note triplet), (Thirty-second note), (Sixteenth-note triplet), (Dotted thirty-second note), (Sixteenth note), (Eighth-note triplet), (Dotted sixteenth note), (Eighth note), (Quarter-note triplet), (Dotted eighth note), (Quarter note), (Half-note triplet), (Dotted quarter note), (Half note), (Whole-note triplet), (Dotted half note), (Whole note), (Double-note triplet), (Dotted whole note), (Double note)

Reverb Parameter

These settings allow you to select the desired type of reverb, and its characteristics.

0: OFF

Reverb is not used.

1: REVERB

Normal reverb

Parameter	Value	Description
Type	ROOM1, ROOM2, STAGE1, STAGE2, HALL1, HALL2, DELAY, PAN-DELAY	Type of reverb/delay **ROOM1**: short reverb with high density **ROOM2**: short reverb with low density **STAGE1**: reverb with greater late reverberation **STAGE2**: reverb with strong early reflections **HALL1**: very clear-sounding reverb **HALL2**: rich reverb **DELAY**: conventional delay effect **PAN-DELAY**: delay effect with echoes that pan left and right
Time	0–127	Time length of reverberation (Type: ROOM1-HALL2) Delay time (Type: DELAY, PAN-DELAY)
HF Damp	200–8000 Hz, BYPASS	Adjusts the frequency above which the high-frequency content of the reverb sound will be cut, or "damped." If you do not want to cut the high frequencies, set this parameter to BYPASS.
Delay Feedback	0–127	Adjusts the amount of delay feedback when the Type setting is DELAY or PAN-DELAY.
Level	0–127	Output level of reverberation

2: ROOM

This simulates typical room acoustic reflections.

Parameter	Value	Description
Pre Delay	0.0–100.0 ms	Adjusts the delay time from the direct sound until the reverb sound is heard.
Time	0–127	Time length of reverberation
Size	1–8	Size of the simulated room or hall
High Cut	160 Hz–12.500 Hz, BYPASS	Adjusts the frequency above which the high-frequency content of the reverb will be reduced. If you do not want to reduce the high frequencies, set this parameter to BYPASS.
Density	0–127	Density of reverb
Diffusion	0–127	Adjusts the change in the density of the reverb over time. The higher the value, the more the density increases with time. (The effect of this setting is most pronounced with long reverb times.)
LF Damp Freq	50–4000 Hz	Adjusts the frequency below which the low-frequency content of the reverb sound will be reduced, or "damped."
LF Damp Gain	-36–0 dB	Adjusts the amount of damping applied to the frequency range selected with LF Damp. With a setting of "0," there will be no reduction of the reverb's low-frequency content.
HF DampFreq	4000 Hz–12500 Hz	Adjusts the frequency above which the high-frequency content of the reverb sound will be reduced, or "damped."
HF Damp Gain	-36–0 dB	Adjusts the amount of damping applied to the frequency range selected with HF Damp. With a setting of "0," there will be no reduction of the reverb's high-frequency content.
Level	0–127	Output level of reverberation

3: HALL

This simulates typical concert hall acoustic reflections.

The parameters are the same as for "2: ROOM."

4: PLATE

This simulates a reverb plate, a popular type of artificial reverb unit that derives its sound from the vibration of a metallic plate.

The parameters are the same as for "2: ROOM."

5: GM2 REVERB

GM2 Reverb

Parameter	Value	Description
Character	ROOM1, ROOM2, ROOM3, HALL1, HALL2, PLATE, DELAY, PAN-DELAY	Type of reverb/delay
Pre-LPF	0–7	Cuts the high frequency range of the sound coming into the reverb.
Level	0–127	Output level of reverberation
Time	0–127	Time length of reverberation
Delay Feedback	0–127	Adjusts the amount of the delay sound that is fed back into the effect when the Reverb Character setting is 6 or 7.

6: CATHEDRAL

Simulates the type of reverberation in churches and other such spaces bounded by hard walls

Parameter	Value	Description
Pre-LPF	0–7	Cuts the high frequency range of the sound coming into the reverb. Higher values will cut more of the high frequencies.
Level	0–127	Output level of reverberation
Time	0–127	Time length of reverberation

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